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HS/IS G.FORC

THE SUPER MARIO SUNSHINE SPECIAL!

EDITORIAL DVD-FORG



The summer drought is almost over. In fact, there are more reviews this month than in any G-Force since the first issue This month we cover the launch of Action Replay and its little brother, FreeLoader. Never in the history of consoles have two peripherals been so eagerly anticipated. Why? Simple - we all want to play import games on our UK Cubes without hacking them to bits and invalidating our warranties. Super Mario Sunshine and Eternal Darkness are great games, but why should we wait up to three months after their overseas releases? With FreeLoader and Action Replay we don't have to wait. Not only can we check out the imports in our local store, we can also order games direct from the States over the Internet and get them a little cheaper too! We've often complained that games are too prices in America and Japan, Now's our chance to do something about it. If enough Cube owners buy FreeLoader and play imports, games companies will have to bring their prices into line with other countries. So not only will FreeLoader let us play imports, it will also reduce the price of UK games. Stands to reason.

Ian Osborne Editor

SUPER MARIO **SUNSHINE SPECIAL!**

This month, DVD-Force brings you the ultimate guide to the ultimate game. Super Mario Sunshine hits the shelves on 4th October, but we've already blown it wide open!

- Exclusive Review!
- We bring you an in-depth review of Super Mario Sunshine!
- Exclusive World Guide
- We show you exclusive footage of all seven worlds!
- Exclusive Action Replay Enhancements! Check out what the Action Replay can do for Super Mario Sunshine!
- Exclusive Import Information! Can't wait for the UK release? We show you how you can play the import version on a UK Cube!



WORMS BLAST RESIDENT EVIL The wriggly ones return in an

The original survival horror opus is updated for the Cube!



all-new game.



BOMBERMAN GENERATION BARBARIAN



Bloodthirsty battling in Titus swords and sorcery epic.



SPINE LINES "This can't be happening to me"; but if you're playing Eternal Darkness, it probably is! This month's spine line is pretty easy - can you guess which game it came from? Don't write in

ON THE ADVANCE

ADVANCE ACTION!

We've got a real treat this month for Advance gamers. Speedball 2: Brutal Deluxe is one of the greatest

future sports games ever, and we've snatched

some exclusive footage in all its violent glory. Another violent but glorious game is Ecks Vs Sever 2: Ballistic, the sequel to one of the best Advance games EVER!

Throw in some top footage of Pinball of the Dead and Super Chouls 'n Ghosts, and you're

in for a real handheld



TAKE IT AWAY!

AS PROMISED, THE MARIO DEBUT IS HERE AT LAST....

REGULARS

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Previews
Reviews
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We're the first to get our hands on the amazing Action Replay game enhancer!

TIPS 'N' CHEATS

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Action Tips

Small but perfectly formed, to keep inside your game boxes.





All your questions answered by the creator of Advanced Music Player, the new digital music player for the GBA, on GBX Page 04...







3

20 NINTENDO ON SHOW!

Nintendo lifted the lid on its hottest forthcoming games, and we were there to play 'em! Check out our exclusive inside stories on Legend of Zelda, Metroid Prime and Star Fox Adventures on Page 20!

36 ACTION REPLAY

All the info on the powerful Action Replay game enhancer for Cube owners. With its library of cheats and constant updates for new games, we show you how to access more levels, lives and characters on Page 36...

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63X

There's something for everyone this month, with a horror adventure, a pinball challenge and even a horror-

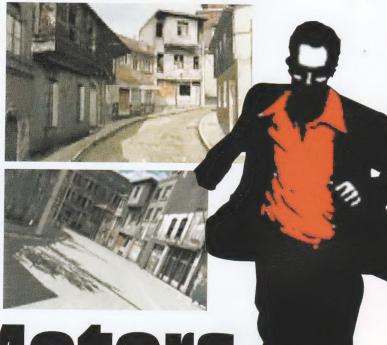
pinball melee! We also have future sports, puzzlers and a Disney escapade along with the

low-down on the new music player for the GBA.

READ ALL ABOUT IT!

BREAKING GAMECUBE NEWS...





DRIVER 3 Motors Onto the Cube

Mission-based dangerous driving action for next year

nfogrames is bringing the acclaimed *Driver* series onto the Cube. *Driver 3*, set for release next year, follows the further adventures of undercover cop Tanner as he takes to the

wheel in a series of missionbased levels, speeding through the city while dodging the police and innocent road users. The game is being developed by the Newcastle-based Reflections team, who were

also responsible for the first two *Driver* games and the PS2's Stuntman.

"The success of *Driver* is an historic milestone in the gaming industry. *Driver* 3 on the GameCube will

undoubtedly take the series to another level of success", said Larry Sparks, Vice president of European Marketing, Infogrames.

All we have to show you at the moment are a few ropey

screenshots with only the scenery present but rest assured we'll keep

a close eye on this one.

DREAMCAST'S BEST RPG Gets a Cube Conversion

Skies of Arcadia is coming our way...

t's been rumoured for over a year but now Sega has finally announced that the Dreamcast classic *Skies of Arcadia* is coming to the Cube. The GC version is to be titled *Eternal Arcadia Legend* and Sega promises far more than a straight port.

Eternal Arcadia Legend features the same graphics as the Dreamcast version (shown here) but Sega has expanded the storyline, with original events, new characters (look out for bounty hunter Piastre) and with any luck, the stupidly-long loading times suffered by the Dreamcast game will be shortened.

No release date has been set for this one and the PS2 port that was also rumoured is still mere speculation.





SURFIN CHOONZ

Soundtrack for Kelly Slater's Pro Surfer announced

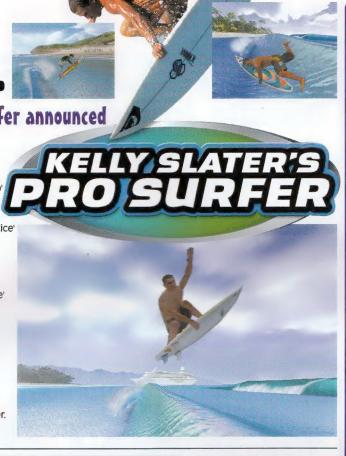
ctivision has lifted the lid on the soundtrack for their forthcoming Kelly Slater's Pro Surfer. The game, which features the world-champion surfer Kelly Slater, is due out this autumn but no Cube shots have been released (Xbox shots shown). The track listings are as

Ben Harper - 'Faded' Jack Johnson - 'Middle Man' Pearl Jam - 'WMA' Perry Farrell - 'Nua Nua' Christopher Goze - 'Sirocco' Funky Lowlives - 'Notabossa' Greyboy - 'Master the Art' Jeremy Kay - 'Back to You' Mo' Horizons - 'Foto Vida' (Nicola Conte Mix) Quantum Dub Force -

'Quantum Zone' Rae and Christian -'Ready to Roll' Satan's Pilgrims - 'Step it Up' Shur I Kan - 'Advance' Si Se - 'Steppin Out' Smith and Mighty - 'No Justice' Soul Hooligan -'Psychedelic Soul' Space Cossacks -'Solaris Stomp' Sunchild - 'Vagabond Parade' Third World - '1865' (96 degrees in the shade) Thunderball - 'Heat of the Hustler Thunderball - 'Vai Vai'

Anyone heard of most of these artists? No? Us neither. Hope they were cheap...

Truby Trio - 'Alegre'



SoundBITES

As we told you last month, Sega is putting together a retro compilation of Sonic the Hedgehog's Mega classics. Well, now complete list has the been announced. They are:

Sonic the Hedgehog Sonic the Hedgehog 2 Sonic the Hedgehog 3 Sonic & Knuckles Sonic 3D Blast Dr Robotnik's Mean Bear Machine Sonic Spinball

No sign of Sonic CD, unfortunately but what's here is a veritable treasure trove for old-school gamers.

.........

Eternal Darkness, which was due to hit these shores in October, has now slipped to 1st November. Ho hum



Skateboarding superstar Tony Hawk has signed a long-term contract giving Activision exclusive rights to produce Tony Hawk's games until 2015. Here's looking forward to Tony Hawk's 19 on the GameCube 3...



ACTIVISION to Clean **Up LOS ANGELES**

True Crime: Streets of LA coming our way...

ctivision takes on the Russian and Chinese mafia in True Crime: Streets of LA. Inspired by Hong Kong action films, the game sees players assume the role of tough-as-nails detective Nick Kang, bent on settling a personal vendetta with the LA underworld. We bet he always works alone and takes no notice of his superiors too. As Kang, players dispense their own personal brand of justice through automotive combat, a

variety of rib cracking martial arts moves and the business end of dual 45s.

"Mission-based driving and action adventure collide in this bold new game", states Larry Goldberg, executive vice president, Activision Worldwide Studios "Infused with the unique flair of Hong Kong action films. True Crime: Streets of LA allows players to experience first-hand the car stunts, close calls, quick wit and high-action that are







style of cinema "

Featuring a powerful 3D engine, True Crime: Streets Of LA allows players to move freely through a 400 square mile living, breathing recreation of the City of Angels. Players can visit popular LA landmarks, buy supplies from local gun merchants. mechanics or doughnut shops and improve Kang's abilities by visiting driving simulators. dojos and gun ranges around town. True Crime: Streets Of LA, developed by Vigilante 8 programmers Luxoflux, is set to appear in 2003. We're still waiting for the first Cube shots but here are some Xbox screens as a taster.

PAMMY on Parade

Ms Anderson's ailing TV show to become a GameCube game

bi Soft is to bring VIP to the GameCube. The TV show, starring Pamela Anderson as Valerie Irons, is a light-hearted action show in the A-Team mould, After accidentally saving a Hollywood action hero from would-be assassins, Valerie Irons' picture is on every newspaper and TV show in California, A struggling bodyguard firm try to cash in on her fame by inviting her to join them as a figurehead but without actually doing any protection work - VIP (Valerie Irons Protection) is born. Of course, things don't quite work out and Irons is soon getting into all sorts of scrapes...

The show doesn't take itself too seriously and we expect the game won't either. We'll find out later this year.



Panasonic's parent company, Matsushita of Japan, has announced that the price of the Q, a Japan-only GameCube that also plays DVDs, is to be reduced from 39,800 yen (around £213) to 34,800 yen (around £186). There are still no plans to bring it to these shores but the price drop is bound to make it even more attractive to importers.



Electronic Arts has once again secured the rights to use the likeness of Pierce Brosnan for the forthcoming Bond game NightFire. It had been feared that a generic face would have to be

Empire Interactive is to bring the '70s cop show Starsky and Hutch to the GameCube and Game Boy Advance in 2003 The show, which featured lots of manic car chases and fistfights, has a large cult following among fans of '70s kitsch and has the potential to make a cool game, maybe in the mould of

SoundBITES MARIO **GAMECUBE Bundle for Japan and USA**

...And it may well make it to these shores eventually!

Ihen Super Mario Sunshine launched in Japan, Nintendo also released a bundle consisting of a Cube, a memory card and the game. It's now been confirmed that the bargain pack will appear in America for the game's Stateside release and will cost only \$189.95 (£121). Even allowing for the fact that consoles and games are always cheaper in the States, this is an incredible price point to achieve. Rumour has it that the pack will make it to Europe for our October launch of Super Mario Sunshine. With any luck it will also be

Also announced for

Could this be the first

wind of a Christmas

cheap over here.

price cut?

Christmas is the platinum Cube. Unveiled at Spaceworld 2000, the silver-coloured model was abandoned in favour of the now-familiar black and purple Cubes but now looks set to make a comeback





New studio working on Pride...

ver wondered what it's like to be a lion? No? Us neither but if Canadian coders Bonetree Studios get their way, we might soon find ourselves doing just that.

Bonetree is currently working on a game called Pride, which places the player in the paws of a lion and follows its life, from birth until death. Roam the African savannahs, leading your pride as you hunt, feed, defend your territory and generally do all the things that lions do.

The project is in the early stages at present and hasn't even got a publisher, let alone a release date but we have shots taken from a concept movie outlining what the final game will look like.



ALIENConspiracies Ahoy!

Area 51 to be Explored on the Cube

idway Games has teamed up with Hollywood's Stan Winston Studios to bring us an action adventure, tentativelytitled Area 51. The game, due for release in 2004, sees the player battling it out with the government as they seek to unravel the mystery behind the top-secret Nevada Air Force base known as Area 51. Handto-hand combat is catered for, as are long-distance kills using a spiper rifle. Three different characters are offered and

they engage in co-operative and individual missions Stan Winston Studios, which played a key role in supplying special effects for Jurassic Park, Aliens and Edward Scissorhands, is to develop the game's main aliens and also the human characters.

"We're thrilled to work with a creative legend like Stan Winston" said Helene Sheeler Midway's vice president of marketing. "Stan will bring a tremendous amount of talent and ingenuity to Area 51, which is sure to be a blockbuster title

More Monster Movie Mayhem

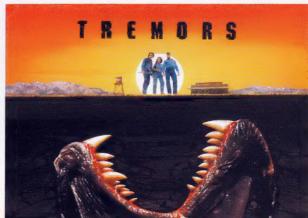
Tremors is coming to the Cube...

emember Tremors, the 1990 monster movie starring Kevin Bacon and inspired by classic '50s fare such as King Kong and The Blob? Well it's coming to the Cube courtesy of Rock Solid Studios but not until Autumn 2003.

The Sweden-based coders promise "a third-person action adventure set in the desert

around the town of Gold Rock, where graboids, gigantic landsharks, threaten mankind as we know it". Players will experience an immersive storyline, filled with surprises and challenges in combination with high-octane action.

We've no screenshots at present but watch this space for future information...





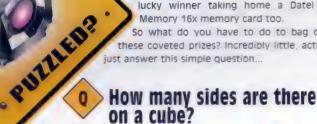
PUZZLE IT COUT FOR

Five copies of ZooCube and a MM16x must be won!

GameCube puzzle games have been of mixed quality so far but ZooCube, which scored 82% in last month's mag, is one of the best. Original and addictive, ZooCube matched top presentation with ace gameplay.

We've got five copies to give away, with one lucky winner taking home a Datel Mega Memory 16x memory card too.

So what do you have to do to bag one of these coveted prizes? Incredibly little, actually just answer this simple question



Seven

When you think you know

the answer, call our **Competition Hotline on:**





MINTENDO

You will be asked for your name, address and telephone number as well as your answer. The call will be recorded and used to send out your prize should you win. So speak clearly...

Calls cost 60p a minute at all times. Lines are open 24 hours a day, seven days a week. The competition is open to UK residents only. Lines open on 4th September 2002 and close at midnight on 1st October 2002. The editor's decision is final and no correspondence will be entered into



The Datel Mega Memory 16x is the hottest memory card on the Cube. Boasting an incredible 1019 save slots, it's the only card you'll ever need and can cope with even the most memory-hungry sports sims. It's 16 times bigger than a standard Nintendo memory card, and uses ultra-reliable uncompressed storage.

SoundBITES

Activision has lifted the bonnet on the cars to feature in the forthcoming game, Rally Fusion, Race of Champions. Although subject to change, they are:

Class C Ford Escort Mk 1 Opel Kadett Toyota Rav 4 Formula France Roc Buggy

Ford Escort RS Cosworth Peugeot 206 Toyota Celica GT4 Lancia Delta Integral Toyota Corolla Mitsubishi Lance I 🛶 🕕 Seat Cordobra

Audi Quater Opel Manta Saab 93 Turbo Peugeot 205



WHAT PEOPLE ARE PL _AYING

The official GameCube sales charts...

Super Smash Bros: Melee

Pikmin 2:

Star Wars: Rogue Leader 3:

Luigi's Mansion 4:

007: Agent Under Fire 5.

Super Monkey Ball 6:

Sonic Adventure 2: Battle 7:

Spider-Man 8:

F1 2002 9.

Burnout 10:

Nintendo

Nintendo

Activision

Nintendo

Electronic Arts

Infogrames

Infogrames

Activision

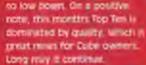
Electronic Arts

Acclaim

THE DESIGNATION OF THE PARTY OF

Charles that and AD Commission for Commission party will be an expected about Face and AD AD TIME Cross commission from the

installer a long seek furnish. For the second month. running, half the games in the Too Ten are bunch titles and Super Smash Brest, Melee ton taken the top slot, despite appearing in May. With so to games coming out over the list few months, it's also summising to see F1 2002 miles





We were expecting this cel-shaded first-person shooter this month but now XIII has slipped to next year. Oh well - it looks set to be worth the wait...



Evolution Worlds, which was set to be the Cube's first traditional RPG, has slipped from September to early 2003



Donald PK: Who is PK?, previewed last issue, will now be called Disney's Donald Duck: PK. It's still due in November, though



Largo Winch, the action thriller based on a French comic and previewed last issue, has been canned. No reasons were given but the game will not now appear on the GameCube



SOUNDBITES WAVE BIRD: **Fact and Fiction**

Fake pictures circulate on the Internet...

s you probably know, Nintendo is to release the Wave Bird infrared controller later this year. What you might not know is that many of the pictures circulated on the Internet and in lesser magazines are of prototypes....

The Wave Bird, due to hit these shores on 22nd November, is a hand controller which operates without a cable leading from the pad to the Cube. Just the thing if your kid brother is constantly tripping over your wires while you're playing. As you can see from the genuine image shown here its

design is based on the standard hand controller but it has a longer body to house

its two AA batteries. The prototype controller was much closer to the standard pad, though the 'A' button is blue and the 'B' button is green and kidney-shaped. These were early designs that evolved into the now-familiar green 'A' and circular, red 'B'.

∇ Real

NES-CUBE? Designer Cube takes a step back in time...

laybe some people are taking the current craze for all things retro a little too far. A guy working for an American Internet site decided he'd like a GameCube that looked like a NES, so he got hold of some matt paints and made himself one! A pointless exercise but hey, it looks cool...



New Pixar movie coming to the GameCube!

inding Nemo, the next CGI movie from Toy Story-creators Pixar Studios, is coming to the GameCube in 2003. The game. which will probably be out next Summer to coincide with the release of the film, is being developed by Traveller's Tales. who has already brought Pixar Classics Toy Story and A Bug's Life to older home consoles. Finding Nemo is a visually stunning underwater adventure, following the comedic and eventful journeys

of two fish - a father and his son Nemo - who become separated in the Great Barrier

'Traveller's Tales has unparalleled experience in developing compelling gaming experiences", said Mike Rubinelli, vice president, product development, THQ. "With more than a year left in development, we're already seeing the underwater world of Finding Nemo come to life on the new systems in rich



TDK to Release Robotech Battlecry Collector's Edition

Extra goodies for American gamers

ans of the animated sci-fi drama Robotech will be pleased to know TDK is releasing a Collector's Edition of the forthcoming Cube opus, Robotech Battlecry. The Collector's Edition, which is being produced in very small numbers and may only appear in America, offers a soundtrack CD, a Robotech Battlecry T-shirt, five postcards, dog tags and an

exclusive 'motion card' along with the cel-shaded shooter.

It's not yet known whether the Collector's Edition will be released over here but import stores are bound to stock it, especially as Datel's Action Replay and Freeloader will have busted import gaming wide open long before Robotech Battlecry is released.



THE WORMS THAT TURNED (CUBEWARDS).

Worms 3 on the wav!

here's a second Worms game heading for the Cube and unlike Worms Blast, it's a traditional turn-based combat game. Worms 3 is due for release next. year and its developer, Team 17, promises to take the title in some 'fascinating new directions'. The terrain, which you can trash as you play. offers caves, cliffs, holes, multiple levels buildings ropes, and tunnels. An all-new graphical engine has also been used to bring the invertebrate

play combat offering to commandos to life. As of yet, no publisher has rival the great Super Smash been signed and no Bros: Melee. screenshots revealed but Watch this if the worms are on form the game space... could be a party

A SHOX to the Parade Again...

Yet another Army Men game in the pipeline

lo no one's great surprise, 3DO has announced a second Army Men game for the Cube. Army Men: Air Combat. The Elite Missions will follow hard on the heels of the alreadyannounced Army Men: Sarge's War and both will probably disappear as quickly as they

According to 3DO, Army Men: Air Combat features 'fast and furious toy helicopterbased combat, which combines trigger-twitching action with strategic



environment interaction'. They also promise 'a large array of missions, incredible helicopter physics, stunning cinematics, and exciting character interaction'. Look out for five different helicopters, each with unique physics and abilities, five multiplayer modes and 20 unique levels within fully interactive environments. Hidden vehicles can also be accessed, by an in-game 'plastic collection' system, including a souped-up helicopter, UFO, Zeppelin, and the Baron's Plane.

Anyone familiar with Army Men games on other consoles knows that they're hardly paragons of videogaming excellence. Instead, they offer short-lived distractions and never stay out of the bargain bins for very long. Only time will tell if this one continues



SoundBITES

The 3D0 Company is working on a game that, they promise, contains 'adult themes, brief nudity and extreme violence Four Horsemen of the Apocalypse which features art and character design by the legendary comic artist Simon Bisley, will be released next Autumn. G-Force understands the plot doesn't involve the Green and Tan armies uniting to defeat the hideous norsemen.

Capcom of Japan has set the release date of Biohazard Zero, the Japanese version of Resident Evil Zero, as November of this year. It will cost 7800 yen (£42).



Rumour has it that the forthcoming online RPG Phantasy Star Online will include a browser to allow GameCube owners to surf the net as well as play PSO. It's only a rumour at the moment though. don't get too excited.

SYSTEM...

Realistic racer coming to the Cube

t's fast, it's furious and it's coming this autumn. Shox, from Electronic Arts, is a radical rally racer featuring 24 licensed cars and three themed environments - Arctic Tundra. Arid Desert and Asian Jungle. Each world offers

seven tracks to tame, where gambling your garage unlocks new vehicles and the circuits are unlocked by entering The Shox Zone' to win medals. We've no Cube shots of this one yet (the ones shown are from the PS2 version) but as

the game's due out before the end of the vear in the States, we shouldn't have





Gadgets and gizmos from the land of the rising sun...

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interior, though Applica Games Flestage onto Tros was the first Final Fantacy in the and Squaresoft did not neglections audio advantages offered by Remark the they renter With contact their content on incredible four Conjust name. sackaged with 112 page sturn, arranged and produced by Nation Unnature its 85 tracks are a

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Times must light others institution

Use Burgly continued his success with the soundtrack to Pital habitacy it. Which was also released as a foundations: It is a little havither train Virano a little more repetitive with a lot of

background music befind the voice acting but uninutely its still great

Historia not up for bound on repensive four-disc set, check put Arra Fastaly III

Demarks in the Selection in official reactly what it sains on thir look - that been recentable Inter Faul Farciay IX.

Discourte library more to communication manager Annual Freedom There's Algreat Region Top

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notice 2 salesticack effors the games steps in their cultimity. Piccost of the edited versions used in the game, imported concernative and a map but at their best, theyre benific check put your local import emporant and low What they ar got-

CABLE Conundrums

How to get the best picture on your GameCube...

everal readers have written to us asking which is the best cable to use to connect the Cube to the TV and whether the Nintendo RGB cable is any

better than the lead that you get with the machine. Time to take a look.

RF CONNECTION: This offers the worst possible picture quality but has the advantage of working on pretty much any television. It connects via the aerial socket and you have to tune in to find the Cube's signal, as you would to find a TV channel. Several third-party manufacturers have released RF leads, such as the one shown from Interact but it's really only worth getting one if your TV's too old to take anything else.

COMPOSITE CABLE: The Cube comes packaged with a composite cable and a SCART adapter as shown here. The yellow plug carries the picture, the red and white ones the stereo sound. It can be plugged into the TV directly or into a SCART socket using the adapter provided. It gives a good, solid picture but there's some bleed on the red and green shades.



RGB: RGB stands for red/green/blue. This type of signal is carried through a SCART lead that plugs directly into the back of your TV set. It offers what's undoubtedly the clearest, sharpest picture possible from a UK Cube, although the Nintendo cable shown here is a little expensive at around £20. You can buy cheaper alternatives from third-party manufacturers.

It's possible to connect the cable to the back of your video recorder but it's not recommended as quality is compromised. If you want to plug several SCART cables into your TV at once (to avoid having to swap them over when you want to use your Cube, video, DVD player, etc), it's best to buy a unit that allows multiple devices to connect to a single SCART socket, preferably one that allows manual switching. Argos sell an excellent one for under a tenner.

S-VIDEO: Finally, there's S-video, which offers a similar quality to RGB but isn't supported by UK GameCubes. If you have an import Cube though and a TV which supports it, there are several third-party Svideo cables on offer.



XXX-RATE

The Dave Mirra series takes an interesting new twist...

extreme sports are all the rage on the consoles but the scene is dominated by the Tony Hawk's games. Sure, Dave Mirra's BMX titles are impressive enough in themselves but Acclaim obviously feel the next game in their series needs a little extra something if it's to compete with the Hawkster's classy skateboard sims. So they added adult content

The forthcoming Dave Mirra BMX XXX is, according to Acclaim, the first extreme sports title to get a Mature rating from the American censors. It achieved this dubious feat by including 'interaction with hot chicks and shady characters', nudes and a guy piddling into a swimming pool among other things. There's a thin line between 'adult' and 'juvenile' and we hope Acclaim don't cross it. here. The few screenshots they've released so far (all from the PS2 version) seem innocuous enough and the pre-release publicity has concentrated on its enhanced playability so maybe the gimmick won't overshadow the game.

Dave Mirra BMX XXX promises over 2000 in-game tricks, the most in any action sports game. The enhanced Trick Modifier lets you turn basic stunts into more complex tricks on the fly, there

are character and park editors on offer and numerous multiplayer games to tackle.

Look out for this one later in the year.





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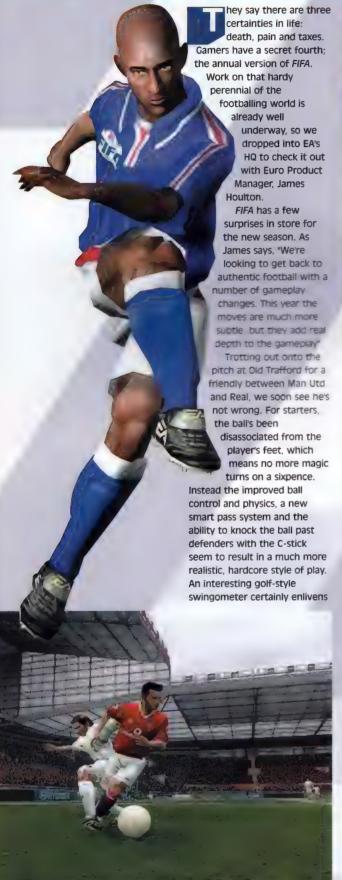


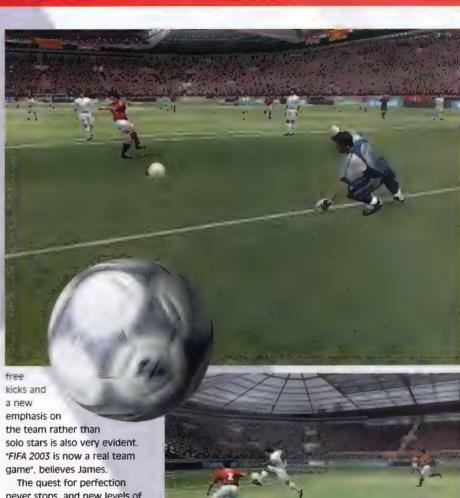


FIFA 2003

Electronic Arts

*EX. CIPER: EA Sports Canada | Lin PELLETE: November 2002





never stops, and new levels of realism for the 10,000 authentic players are also evident. "We're currently putting in facial animation, and the key players have accessories as well as trademark moves. Distinctive boots, Figo's neck chain, Veron's earrings; they're the most realistic yet", he claims. "Next we'll work on the Al and player attributes so that each player is truly unique."

With all eyes focusing on the Champions League, EA has



 Δ Danny Isaac, producer of FIFA 2003 the brains behind the game

created its own club championship with 18 of the greatest European club sides. This time you can expect a much more varied experience, as every game has a unique flavour. Each team you play against changes according to the match situation. If they're 1-0 down with ten minutes to go, they push hard; if they're 1-0 up, they defend deep, so every match is totally different.

FIFA 2003 is set for its customary November kickoff and on this evidence, we can scarcely wait.



le FIFA famous romain. However, do we really need another FIFA game?

HARRY POTTER AND THE CHAMBER OF SECRETS

anni marca Electronic Arts

DEVELOPER Electronic Arts

November 2002

he second film in the Harry Potter series looks set to be equally massive and guess what? It's spawned a GameCube game. We joined EA's producer Owen O'Brian for a Hogwarts 'n' all look at Harry Potter and the Chamber of Secrets.

This is definitely one for the fans, who can't help but feel a slight tingle as the flying Ford Anglia appears. This launches



the book, which form the core of Chamber of Secrets' gameplay. The opening level, de-gnoming Mrs Weasley's burrow, provides a gentle introduction to the art of spellcasting as well as establishing Harry Potters mates, Hermione, Ron, Hagrid and Hedweg, as an integral part of the story. De-gnoming complete, the next challenge is a sneak through the shops of Diagon in a tidily balanced stealth level and eventually finishes up with an epic



confrontation with the first boss, the Whomping Willow, His giant branches threaten to crush the wizard-boy before a few well-placed fireballs settle his hash

The school for wizards is beautifully realised, with some highly interactive environments that positively encourage inquisitiveness. "We definitely a reward exploration in the game and if you take the time, you find a bunch of wizard cards which open up secrets and new areas like Tom Riddle's diary and the sinister Chamber of Secrets itself", enthuses Owen. Amidst a host of splendid subgames such as Professor Lockhart's duelling club, fans of that most arcane of sports, Quidditch, are also in for a treat. The aerial sequences where Harry rides his broomstick into battle are spectacular, though this time there's the wiles of a rogue Bludger to contend with.



EA is hoping to use an inner voice to really bring Harry to life and bring out his personality. The latest news is that Daniel Radcliffe, star of the movie, may be voicing the schoolboy wizard himself...



. Marry Partier Strongs in pound to you and judging by the intriguing range of 140-pages It will disease to. It is more exer, whether it will appeal to non-Potter fans.

LORD OF THE RINGS: THE TWO TOWERS

Electronic Arts

Stormfront Studios

THE RELEGIES November 2002

is sure as night follows day, an official Lord of the Rings game is here. LOTR: The Two Towers, an action-orientated sword-'em-up. has arrived courtesy of ex-LucasArts and EA vets. Stormfront Studios. We slipped on our own Ring of Power to investigate.

"The game encompasses both

The Fellowship of the Ring and The Two Towers", said Jonathan Harris, North American project leader at Stormfront. "We want to deliver an experience which is as close to the movies as possible in terms of visual look, atmosphere and audio." Spend more than a nanosecond in front of The Two Towers and

you can see exactly what he



means. The game looks quite simply astonishing, with fluid, realistic characters who are dead-ringers for their movie counterparts. The locations are also instantly recognisable and in fact many of them, like Fangorn Forest and Helm's Deep, are drawn directly from the actual Two Towers movie and are previously unseen. "We can do a whole lot with this", explains Jonathan. "We're focusing on delivering an epic cinematic feel and the intense combat from the movie."

In the game you get to play as the three main fighters, Aragorn, Legolas and Gimli, although you occasionally get help from Fellowship members such as Gandalf. The combat's certainly intense, visceral and very satisfying. During each mission you earn style bonuses. These can be spent on extra weapons, armour and abilities. which add interesting RPG-style development. Expect plenty of decent bosses like the Cave Troll and Saruman (though no Balrog, unfortunately) and since you can't max out all three characters by completing the

game once, there's plenty of replay value.

The team is particularly proud of the audio, which features the film's dramatic score. Even more enjoyable was the chance







is, great IPC-style gamepley and solid lact of the image atm this one to watch. It may be a little mainstream for die-hard Tolkien fans, thou

△ The Harry Potter team (broomstick and owl out of shot)



to work with some of its stars. "We were in New Zealand when they were doing pick-ups for The Two Towers and we recorded a lot of additional dialogue", Jonathan boasts. "The actors loved it, Elijah played the game for two hours solid and Sir Ian McKellen thought Gandalf was great. John Rhys-Davies was really funny, he sat next to Gimli on a big plasma screen and roared with laughter. I think they all really dug it." The Two Towers debuts in November just before the movie is released and if you're wondering, "Will there be Elves?" you can bet there will.



△ Jonathan Harris (left) North American Project Leader and Mike Maser of Electronic Arts North

JAMES BOND 007 IN NIGHTFIRE

PLEASE RECTORIC Arts CELECOPE Eurocom LIA RELEASE November 2002



These feature Bond's Aston Martin Vanquish, which converts into a handy mini-sub for several underwater levels. Q-Labs has been hard at work producing even more clandestine gadgetry, including a remote-control briefcase machine gun, a laser watch and sunglasses with thermal. IR and X-ray modes.

Pierce Brosnan is brought to life with an eerily realistic character model. Several classic Bond villains such as Oddjob and Dr No also join him for some splendid split-screen multiplayer mayhem. "We've got some gorgeous female character models for multiplayer mode, including Zoe Nightshade from Agent Under Fire," Don revealed. "I like playing women with machine guns: it's just gotta be done."

him women want to be with him. After a successful outing in Agent Under Fire Britain's Number One secret agent is set to return in a brand-new offering, codenamed NightFire. We arranged a clandestine rendezvous with those terribly civilised chaps from Eurocom



the latest previo code

'We re aiming for a nealtny blend of stealth gameplay. action sequences and high-energy vehicle combat*, confesses David Luoto, Eurocom's Creative Director. The game opens with a typical high-altitude parachute drop into a snowbound Austrian castle, which Bond must infiltrate to scope out the head bad guy. There's some intense first-person combat to be had, as your opponents now boast sophisticated Al and detection routines that allow



them to try and outflank 007 in many new and devious ways. At certain moments, like a scene when James swings precariously along a cable-car cable, the camera shifts to third-person perspective to better capture the drama of being Bond.

In fact 'being Bond' is a constant mantra for the development team. NightFire boasts a totally original script. but will be released as close as damn-it to the next Bond flick. Die Another Day. However, David reckons this is a real bonus for the game's design. "It allowed us a lot more freedom to do our own thing, while still being absolutely authentic to the Bond universe."

In addition to hardcore FPS action, the Cube version also boasts driving sequences.



△ Michael Condrey Left), PC Producer, and David Lugto (right) Creative Director of the console versions





nd author with your, grapers and girls but some people just wor't accept appear other than Soan Connery by the classic role

Mintenge

LAST MONTH, NINTENDO DEMOED THE HOTTEST OF THER FCATHCOMING GAMES. WE WERE THERE FOR AN EHOLUSIVE FEST PLAY.



GAI	ne (rifo	ETA	and the second
	NINTENDO	Single of	TBA 2003
	NINTENDO		FEBRUARY 2003
GETFE	ACTION ADVENTURE	2	TBA 2003

eactions to Nintendo's new-look Zelda have been mixed to say the least but having had the chance to sit down and play the new cel-shaded Zelda adventure ('Celda' to its chums), we can honestly say its detractors have nothing to worry about. The new cel-shaded styling is most definitely NOT detrimental to the gameplay and neither does



it feel weak or childish.

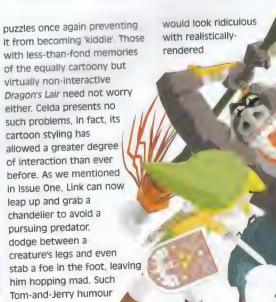
The beautiful cartoon environments have a character and charm all of their own but are still recognisably Zelda. Those with fond memories of Ocarina of Time or Majora's Mask will feel right at home here. The solid, organic environments feel very similar to those of the N64 classic. In many ways, though, Legend of Zelda GC (we wish they'd hurry up and think of a proper title) is a return to the series' roots. The cute-and-cuddly atmosphere of the SNES and Game Boy classics is beautifully recreated in 3D, with the Zeldaesque subtleties and intelligent



LEGEND OF ZELDA GC

Controversial cartoon capers from the legendary Link...







graphics. Traditional Zelda gameplay has not been neglected, though. Once more Link can charge up his sword attack and now it's even more effective. Instead of just swinging it through 360°, Link now spins like a manic tornado, slashing everything in his path. It leaves him dizzy for a few seconds afterwards but it's a great means of carving your way through a brace of baddies. You could also use it to mow the lawn yes, in the new Zelda you find hidden objects and creatures by cutting down the shrubbery. No great surprise there...







Original Antics

Not all Link's abilities have been seen before. He can now pick up a weapon discarded by a fallen foe. In the demo game we played, you need to topple a troglodyte and use his massive sword to trash a barrier blocking the way to the next cave. You can also recover a wooden club and by pushing it into a flaming brazier, turn it into a torch. We predict some serious fire-starting and dark area-exploring!

Overall, the combat is fast and furious, and very familiar to those who've played other 3D Zeldas. Ensuring that you're facing your opponent in the heat of the battle can be a problem but even so. it compares well to

other 3D combat games in this respect. Besides, the sword has such a wide attacking arc, you don't have to be ever-so-accurate. Beware of the bosses, though – the tactical strategies demanded by earlier Zelda offerings are back with a vengeance, offering fights that demand more brains than brawn.

Link also has other new abilities, such as the use of his grappling hook to swing from platform to platform. There's an



element of stealth involved, with our hero hiding in barrels, avoiding spotlights and easing his way along walls, a trick he can also use on narrow ledges. To be honest, stealth is becoming a gaming cliché, though it works as well here as anywhere else. Link's a bit out of practice as a swimmer,



though. Unlike earlier games, he now has a depleting energy meter when he swims. If you're not back on dry land before your energy runs out, you drown.

Spit 'n' Polish

Problems? There are a few. Link can hang onto the edge of



platforms but when he does, clipping becomes an issue. The camera can be a little lazy too but as the game isn't out until next year, there's plenty of time to put this right.

We've still got a lot to learn about Legend of Zelda GC.
We've no indication on what (if any) magic Link will use and there's no news on the plot, aside from the rather hackneyed initial premise. It's also unknown how the bite-sized areas pictured here hang together in the game as a whole. Still, the big 'N' would be daft to let out all the information in one go, and we'll have great fun discovering these things...

The Plot Thickens

The latest Legond of Zeida adventure bogins with the young Link flies referred to as a 12-year-old in the demo we played) living a peaceful life on a tiny island. One day, he sees a large, menacing hird snatch his younger sister and fly away with her. Link follows in hot pursuit and his search sets in motion an opic adventure that has him sailing the high seas and searching for answers to the mustacy helind has discovered.

To be honest this san't a very inspiring plottine and fews more Mario than Zuida. However, no Zeida storyline has let us down yet and if the mystery behind the apparent Manapping turns out a Mithe less clichée. It may still thrill







ja sintakan 🗐	AME INFO	ETA	- Salasia Karasa
PLOLISHEN	NINTENDO		DECEMBER
DEVELOPER	RETRO STUDIOS	0	TBA 2003
GENRE:	FIRST-PERSON SHOOTER	1	NOVEMBER

METROID PRIME

Samus' new outing takes the brazen bounty hunter to another dimension...

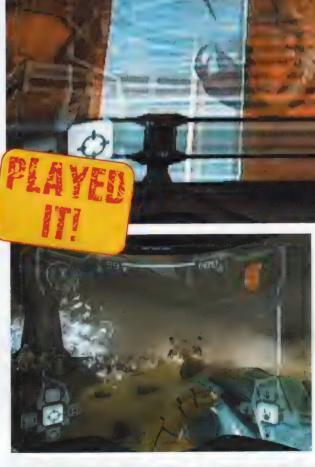






etroid Prime is another game that takes a new look at an established superstar. This time it's Samus Aran's turn to be immortalised on the Cube. The 1986 original (Metroid) was one of the best platform blasters ever to grace the NES. Its sequels on the Game Boy and SNES were equally excellent and then nothing. For six long years! So after a lengthy lay-off and completely missing the N64, bounty-hunting babe Samus Aran is back, in a first-person shooter instead of the usual side-on platform action!

As soon as you set foot in the derelict space ship at the beginning of Metroid Prime, one thing grabs you by the nuts and refuses to let go. This game looks absolutely GORGEOUS! The environments are brilliantly modelled and incredibly smooth-running and







the abandoned space ship is brilliantly believable. Not realistic, mind, but believable. Instead of creating something that looked like it came from an Aliens film, developer Retro Studios has gone for a sci-fi CGI-animation atmosphere and it's none the worse for that.

Sensational Samus

Palare anglicitus (Ch. 1919) Pr

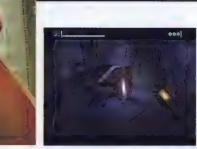
Although occupying a completely different genre to earlier Metroid outings, Metroid Prime has lots to offer Samus' existing fans. For a start, there's the weapons. We got to use the tried-and-tested Wave Beam and Freeze Beam but we're told later in the game you can upgrade with original devices too, giving yourself a wider range of guns. The mines are there too and you can even roll yourself into a ball, a feature from the original we didn't expect to survive in the first-person blaster. In ball mode, the camera switches to a third-person perspective as you roll along the corridors and half-pipes, easing your way through narrow spaces. You even roll into cup-like fixtures to open doors, as a human key! Where Ms Aran's bits go when she morphs into a ball is anyone's guess and perhaps we shouldn't ask...

Metroid Prime also offers an incredible range of controls. It's amazing how much you can do and how instinctive it is. Holding down the 'L' button allows you to strafe and it also lets you lock onto your

The Plot Thickens...

Samus first stopped the evil Space Pirates and Mother Brain from amassing an army of Metroids on the planet Zebes. Then she was called upon to finish the job on SR388, ultimately ridding the universe of all but a single Metroid larva. In Super Metroid, for the SNES, Samus thwarted Mother Brain's attempt to snatch the captive Metroid larva from the scientists on Ceres. In Metroid Prime, Samus Is called upon once again, to investigate Space Pirate activities on the unexplored Tallon IV. Her adventure begins as she enters a mysterious derelict spaceship.















screen, hold 'L' and move the analogue stick left or right and you circle him rather than just sidestepping in a straight line. Hold 'R' to look up and down and you can scan interesting objects with your visors heads-up display. This is an essential skill if you're to progress as you need to check out control panels and doors to find the switch that opens them and scanning an end-of-level baddie might reveal its weak points.

Hassles and Headaches Nintendo has had a few problems with Metroid Prime.

Release dates have slipped, staff have been made redundant, people have walked out and pretty much everything that could go wrong, short of a meteor strike on the studio,

has done so. Despite all this, it looks set to impress. Metroid is more of a blaster than a thinker and lacks the intricate subtleties of Die Hard Vendetta, with fewer puzzles to solve and less creeping around but working out how to get from A to B still often involves some serious head-scratching. There's a question mark over its variety

too - the bugs and baddies we saw were certainly samey and the first end-of-level boss was particularly disappointing and dated. While these are causes for concern however, there's no need to panic just yet. Metroid Prime is a huge game, and we've only scratched the surface.







STAR FOH ADVENTURES DINOSAUR PLANET





his started off as a demo called simply Dinosaur Planet on the N64 but it became too ambitious for the cart-based console. As games for the ailing machine were also not selling particularly well, the decision

was made to alter it to a Star Fox game and move it to the GameCube. A quick plot rewrite followed, which replaced Dinosaur Planet's hero Sabre with our mate Fox McCloud and Star Fox Adventures was born.

As regular readers know. the breaking news about Star Fox Adventures is that, for the first time, Fox and friends leave their space ships and walk around on foot. Traditionalists need not worry though, as into-the-screen Arwing action is still very much on the menu. These offer the usual challenges as you fly into the screen; dodging debris, collecting power-ups and flying through rings. Anyone who's played Lylat Wars will feel right at home and ves, that's a polite way of saying it's more of the same. The drive and innovation has been focused on the thirdperson action sections, so these

are where we'll focus our attentions.

On Foot

The demo we saw opens with McCloud's pal Krystal flying on a dinosaur. She reaches a sky galleon (which is the best way of describing a sailing ship which flies) and what a galleon it is, with a living reptilian head at the bows. Its modelling is impeccable and the ship as a



The Plot Thickens...

Fox McCloud and the Star Fox team have been drafted into new roles to investigate Dinosaur Planet and save the ancient paradise from being plunged into chaos by the evil General Scales. Star Fox Adventures picks up eight years after Fox McCloud, the best pilot in the Lylat System, defeated Andross in Lylat Wars.

His team has since been disbanded — Slippy is working in research development, Peppy has retreated to the calmer life of mission support, and Falco? Well, wait and see...











whole offers a wonderful air of majestic menace, enhanced by the driving rain and the lightning that rips across the sky, sending flickering shadows cascading over the decks. It really does have to be seen to be believed. After blasting away its propeller, Krystal boards the galleon and meets its owner, the repulsive General

Scales. After a cut-scene

> conversation he throws her overboard but her fall is halted by her pterosaur. So far, so dood Even in this short

sequence we get a taste of the attention to detail that looks set to propel Star Fox Adventures to the top of everyone's



must buy ist. The ship and caspe en impriments are increa or, we besigned giving a great feeing of gothic hugeness. There's also a massive degree of variety throughout the game; in addition to the sky galleon, you walk through dense, autumnal forests, cross lush, beautifullytextured grasslands and visit a somewhat-inevitable ice

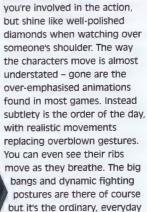
Subtle Sensations

It's not the environments that really make you sit up and take notice though, it's the animations. For once, we were glad we had to queue to play. The game's packed with neat little touches which you hardly

notice when

the genius behind the animations.

Any problems? Well, one or two of the obstacles are a little clichéd. Do we really need another corridor where jets of flame shoot sporadically from the walls? Even so, Star Fox Adventures: Dinosaur Planet is shaping up to be a really great game. Only time will tell whether the game as a whole offers the originality we're promised but even if it doesn't, with execution this good, it might not actually matter.



movements that really show

FUTURE SHOCKS!

A SNEAH PEEH AT FUTURE GAMECUBE RELEASES...

SUPER MONKEY BALL 2







It's back; bigger, bolder and better than before!

he first Super Monkey Ball was a surprise hit on the Cube. Its incredible success even surprised Sega, who did little to hype it ahead of its release. Just shows a game can still sell purely on its merits, then! Bolstered by the success of the original, Sega has once



again teamed up with
Amusement Vision to bring us
Super Monkey Ball 2. They
certainly know when they're
onto a good thing...

So what's the sequel got to offer? Well there's an all-new Story Mode for starters. Our primate pal's ten massive monkey homeworlds are invaded by a dictator ape who strangely thinks he can make friends with our hero and his family by stealing their bananas and challenging them to win 'em back. No wonder he has no friends. The monkeys must recapture the fruit, using magic spells to propel themselves along as they go. Wowzers!

The main Puzzle Mode



Party Animal

THE PARTY GAMES HAVE BEEN BEEFED UP SIGNIFICANTLY FOR THE SEQUEL. HERE'S A GUIDE TO WHAT SUPER MONKEY BALL 2 HAS TO OFFER...

REVAMPED ORIGINALS

MONKEY RACE

One of the originals. There are new areas to explore and new circuits to race in the second game.



MONKEY BILLIARDS

There's a new nine-ball mode on offer here and a great new setting for the action. It's a pub — of course! The monkeys, however, only drink milk...



MONKEY GOLF

This one was never easy, but now it's even tougher. Beware of sand traps, cliff edges and incredible



MONKEY FIGHT

All-new arenas are on offer, and there's the option of one-punch knockouts, where being battered unceremoniously out of the playing area ends your game.



MONKEY TARGET

A totally revamped game – the wheel of fate is gone, but single-player formation flying is added. Look out for power-ups and banana bonuses too.



MONKEY BOWLING

Much more has been packed into this event, with twistyturny bowling lanes, waves, jumps and more. It's far more addictive than in the original Super Monkey Ball.







offers more than 150 stages. This part of the game has been expanded and polished but not significantly altered. The control method is completely unchanged from the original. You still tilt and tip the floor using the analogue stick, watching as monkey-features rocks and rolls his way to the goal. Surprisingly, Amusement Visions has not added a Jump, Run or Brake function, each of which would have broadened the scope of the level designs

and perhaps offered opportunities to upgrade your ball. Still, if it ain't broke...

Party Play

More party games have been added to the original roster. The party games were a key factor in *Super Monkey Ball's* success, tremendously boosting the game's multiplayer thrills as well as adding a neat distraction for the single gamer. Boasting the same roll-the-ball controls as the Puzzle Mode, we now





ALL-NEW OFFERINGS















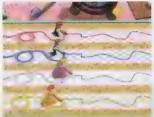
MARIO PARTY 4

Multiplayer madness. Mario style!

production and GA	TE INFO	ETA	s recompletions
PLOUS-EN	NINTENDO	Mint.	NOV 2002
CAVILORIA .	NINTENDO		215T OCT 2002
GENRE:	PARTY GAME	25	SUMMER 2002

et's be honest. In oneplayer mode, the Mario Party games are like watching paint dry but with your mates around their unsophisticated inanity becomes irresistible. The fourth game in the series, its GameCube debut, looks set to continue the trend.

There are over 50 minigames included and all your favourite Mario characters are there, including Mario (quelle surprise), Luigi, Koopa, Toad and many more. Nintendo claims the new game is a test



of skill and wit, as players learn to utilise items from the board to grow larger or smaller and unlock new party areas. What's more, test out the new Tag Battle, which lets players team up in twos and compete for those all-important stars.



Mini-games on offer this time around include jumping up and down on an inflated cube to crush it, throwing basketballs at moving hoops and tracing a line on a piece of paper with a crayon the size of Croatia. Told you it was inane...



Techno Twaddle

Baric Forty is sover a game that leads itself to high technological tracts but the refractions on those proceparent air cubs weeping lead great...







MADDEN NFL

Hut! Hut! Hut (again)..

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FIRE	ELECTRONIC ARTS	and the same	LATE 2002
CIVALOFEN	EA SPORTS		LATE 2002
GENRE:	SPORTS SIM	Van	SUMMER 2002



his one offers no surprises. It's a beefedup, roster-updated version of last year's Madden game. EA has been releasing Madden offerings for 13 years, so the series' GameCube debut should be really hot... Look out for improved graphics, with key players' signature moves motion-captured, tighter controls, customisable playbooks and an option to ask John Madden for advice.





FUTURE SHOCKS!



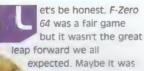




F-ZERO GC

It's a lot less bovva with a hovva...

production of 5/	AME INFO	ETA	CHARACTERS.
PUBLISHER:	NINTENDO	1000 may	TBA 2003
DEVELOPER	AMUSEMENT VISION		TBA 2003
GENRE:	DRIVING GAME	The second second	TBA 2003



expected. Maybe it was rushed, or maybe the ground-braking SNES original raised our expectations too high. Either way, Nintendo promises F-Zero's Cube debut will put the series back at the front of the pack where it belongs.

As regular readers know, Nintendo has teamed up with Sega's Amusement Vision team to create two versions of F-Zero, one for the Cube and one for the Triforce coin-op. They're a long way off yet – they're still known by their working titles, F-Zero GC and F-Zero AC – but they're already looking red hot.

Let's take a look

The beauty of the F-Zero series is that by opting for futuristic hover cars instead of road vehicles, the developers aren't constrained by forces such as friction and differing

driving surfaces. The physics were always real-world – you're still subject to gravity and inertia, for example – but the futuristic theme allowed a unique yet believable driving model, achieved by keeping it





Cutting-Edge Technology...

Can it really be over ten years since Nintendo released the original F-Zero on the SNES? It looks primitive new but in its day it was a groundbreaking sensition was the revelopment of the strength of the st to use the revolutionary Mode 7 graphics and the first racer to rotate the entire world around the player's car, allowing for solid, bullevable pseudo-3D worlds. It also boasted tons of speed, ent opponent AI and the characters we all know and low



at home and then continue in the arcades. There's even talk of a track editor. The greater speed of the new console allows for larger game worlds and more cars on the track without loss of

frame rate and there are some new characters to use as well as a few old favourites. It just wouldn't be F-Zero without Captain Falcon...

Unfortunately we have no firm details of the coin-op yet but it's rumoured to be an





Techno Twaddle
Great attention has been paid to realistic graphical effects, including window transparencies, exhausts which cause head shimmers and distance blur to give a real feeling of hugeness. The cars get dirty as they race too... simple and maximising the speed. The new game is very much along these lines, staying true to the games' roots by offering a drive that's easy to learn but tricky to master.

HOWNIE

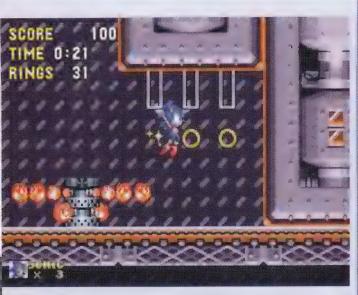
Power Trip

The unprecedented power of

the Cube has allowed several enhancements. For the first time in an F-Zero game, you get to view the action from inside the cockpit as well as from the camera behind the car. The GameCube and arcade versions of the game can also exchange data via the Cube's memory card, so you can play

expanded version of the Cube offering. As well as being able to play on one machine then continue on another, we expect there to be bonuses in both versions that can only be unlocked by playing the other. Whatever joys F-Zeros GC and AC hold, we'll be right there to tell you about them... ▶

FUTURE SHOCKS!



SONIC MEGA COLLECTION

First glimpses of Sonic in action...



GAI	NE INFO	EIA .
PLEASE	SEGA	TBA
DIVILOPEN	SONIC TEAM	TBA
GETFE.	PLATFORMER	NOV 2002

s mentioned in our news round-up, the Sonic Mega Collection, showcased in Japan in July, will feature seven retro
Mega Drive games. Just as we

went to print, Sega released these first screenshots of the forthcoming hedgehog bonanza, so this should give you an idea of what's coming...









See how the dark god lived before Raziel's rebellion

January GA	ME INFO	ETA	11.0
PUBLISHER	EIDOS INTERACTIVE		NOV 2002
DEVELOPER	CRYSTAL DYNAMICS		TBA 2003
GENAE:	ACTION ADVENTURE	1	315T OCT 2002

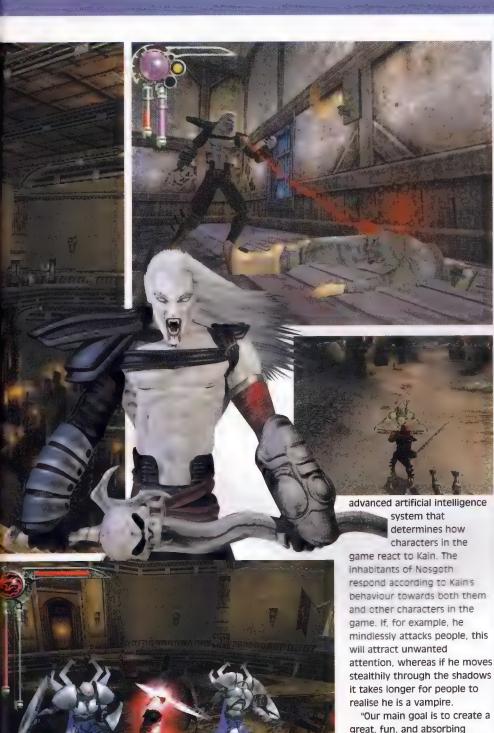
t the end of the original *Blood Omen* (PSX), reluctant

vampire Kain held the fate of his world in his hands. He had successfully overcome the evil might of the Guardians of the Pillars of Nosgoth and now only one was left to destroy before his lands could return to peace and tranquillity. Unfortunately the remaining Guardian was himself and Kain thus faced a terrible choice –

sacrifice his life to save his lands, or save himself and rule Nosgoth in its decay? Blood Omen 2 assumes Kain chose to save himself. Set 400 years after he damned the world (but before the events outlined in the Soul Reaver games), Kain finds his brethren slain and his powers stripped by a mysterious figure. To win back his world and exact revenge, he must break an ungodly conspiracy...

Techno Twaddle

The main (echnological information of here soom to be will the At. Sale croups around to avoid detection as a sample and the other characters react to Kalers actions towards them, or expect the games straigh element to dominate.



Blood Omen 2, the latest instalment in the Legacy of Kain Series, is a mission-based action game, whose engrossing story leads the player through huge detailed 3D environments. With a focus on combat and stealth, Kain starts the game with two supernatural abilities: Mist (which shrouds you from your enemies) and Fury (a manic combat attack). Additional Dark Gifts such as Charm (mind-control) and Super-Jump

(enabling you to access treacherous new areas), must be acquired from your most dangerous enemies to aid you in your deathly challenges.

fantasy game", says Sam Newman, Producer on Blood Omen 2. "It's also to tell a great story and to have the player become involved in our

characters and our world. This game has what many games

lack: a complex and believable

character, an amazing combat system, and a dramatic

The original Blood Omen game was developed by Silicon

Knights, who went on to do

Let's hope Crystal Dynamics'

sequel proves them to be as

talented as their

predecessors...

Eternal Darkness for Nintendo.

world, a compelling main

storvline."

Soul Sucker

Kain also has a multitude of weapons at his disposal, each with their own gruesome finishing move. After each brutal attack Kain must draw strength by draining his enemies of their blood. Blood Omen 2 boasts an

DHL HITZ 20-03

Faceoff, it's time for hockey mayhem





hese stunning screenshots show how, for its first outing on the Cube, the NHL Hitz series has combined its OTT 'adrenaline style' with motion-captured animation for added realism. Mini games and new game modes such as the Hockey School have been combined with classics such as the On Fire mode and you can now build up your team and take them through to the Stanley Cup.

The game also boasts



improved player AI, stunning graphics and an all-new soundtrack. Now endorsed by Olympic champ Chris Pronger, we'll wait to see if the game lives up to the hype. >







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www.codejunkies.com

EGMONREFUEY BRIVES 9999

At last it's here and it's set to add a whole new dimension to the world of GameCube games. Datel's new Action Replay is not only a tool for gaming novices desperate for cheats, uniquely it can also make your games even harder - ideal for hardcore gamers who want the ultimate challenge. Did we mention it also enables you to play import games? Time for G-Force to take a closer look at this groundbreaking device...



TYPE:GAME ENHANCER

ver got stuck on an end-of-level baddie, throwing the game disc across the room in frustration as you bite the dust for the 53rd time? Ever traded in a game you're fed up with, cursing the fact that you didn't unlock its hidden extras but lacking the time and the inclination to play it over and over again? Ever wished you could play the latest import games without having to buy an expensive foreign GameCube or waiting for a complicated, warranty-destroying mod chip to appear? Then look no further than Action Replay...

Datel's new cheat system comes with two components; a GameCube-sized 80mm disc and a card that slots into the memory card port. The disc contains the Action Replay operating system and preloaded code list while the card can store any new cheats you enter. If your card isn't inserted, the Action Replay disc won't load. You can always switch to your usual memory card after you've loaded the codes and got your game up and running...

Loading the Codes...

select the game you want to play from Action Replay's menu, then turn the codes on or off from the next screen. You don't have to use every single cheat when you play. For example, in Super Smash Bros: Melee you can unlock all the characters and give yourself infinite lives, time and retries. If you want to play with all the characters but not cheat while playing the game, go ahead. If

you just need infinite time to get you

through a difficult timed Event Match, just select that specific cheat. If you've completed the Classic Mode with most of the characters but are struggling with the last one or two, switch on the 'infinite continues' for a helping hand.

Likewise, you could use the 'never out of bounds' cheat in Wave Race:
Blue Storm to get in some serious practice on a frustrating course, then tackle it with the cheats off when you've mastered the circuit. If the game's multiplayer arenas need to be unlocked in one-player mode before you can use them but you want to play against your mates, just use Action Replay to give yourself ALL the multiplayer stages. There's no end to what this puppy can do!

Action Replay can bust any game wide open but it's also ideal if you only want to cheat temporarily to get past a particularly tricky section of a game. For example you

Updating the Action

Action Replay comes with literally hundreds of pre-installed codes, while new cheats and enhancements are being created all the time. Datel's team of code crackers get all the latest games as soon as they're released and use dedicated hardware to penetrate the program code and find new AR codes. These are then published on the Codejunkies web site (www.codejunkies.com) — just enter them into Action Replay using its simple Code Manager feature. Your new codes can then be saved onto the Action Replay card for later use

You can also find new codes on the Code Junkles 60p-a-minute phoneline on 09064 774477 and from next issue, in every issue of G-Force magazine.







to the memory card anyway like unlocked cars in a racing game or open multiplayer levels in a first-person shooter will be saved whether you win them in the usual way or through an Action Replay code. if you want to sample their delights without affecting your game save, just switch memory cards after activating the cheat. Simple,

THE ULTIMATE CHEAT SYSTEM FOR GAMECUBE®

Buying Online

junkies

ecodejunkies.com

FreeLoader and Action Replay have been in huge demand since they were announced, so you may find that your local store has sold out. If that's the case then you can buy direct from www.codejunkies.com or cali 'em on 0845 6010015 (lo-call rate).



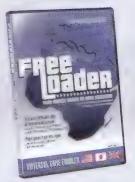
can activate infinite lives or continues, then when you're ready to return to normal gaming, save your position and press the Cube's Reset button to boot up the game without activating Action Replay, Reload your saved game and you're away. The cheats are no longer active. Of course, elements that are saved Making the Most...

There's more to the Action Replay than cheating, though, Some Action Replay codes offer amusing little asides that don't affect the gameplay and some even make the games harder to beat! Did you catch the Action Replay feature on last issue's episode of DVD-Force? We showed you exclusive footage of Luigi running around his mansion spraying hearts as he moved and also large and small versions of Pac-Man in Pac-Man World 2. Those are just two of the wacky enhancements Datel's coders have created. If you found Luigi's Mansion too easy, you could try tackling it in the dark using Action Replay codes. Other "anticheats" might make your opponents faster in a racing game or more aggressive in a shoot-'em-up, allowing you to introduce a new "handicap" feature in multiplayer games. What a great way to squeeze every last ounce of playability out of that playedto-death game!

That's still not all. Like the FreeLoader reviewed elsewhere in this feature, Action Replay lets you play import games on your UK Cube. Fantastic! No more waiting months for the UK release of top games like Super Mario Sunshine or Resident Evil - Just bag a Japanese or American version of the game and you're away!

Action Replay for GameCube must surely rate as the most comprehensive game enhancer ever created. Datel seems to have thought of everything. With it you can not only blow your games wide open or cheat

just a little to get you through a tricky patch but also make games tougher or add amusing features. Perhaps best of all, you can play import games on a UK 'Cube with it. Can you really afford to be without one? lan Osborne



DAMAGE: OUT NOW PUBLISHER:DATEL TYPE: . REGION FREE ENABLER

esperate to play the latest import games on your UK GameCube? Then check out what Datel's FreeLoader can do for you - it's ideal for gamers on a budget.

What does FreeLoader do? Simple - it allows you to play any GameCube game on any GameCube, regardless of region encoding. So if you have a UK GameCube. you can use FreeLoader to play American and Japanese games. If you bought your Cube on import, you can play UK games on it using FreeLoader. It's as simple as that.

It's straightforward to use too. Just boot up your GameCube with the FreeLoader disc inserted and when prompted, open the lid and swap your FreeLoader disc for the game you want to play. It couldn't be simpler. As FreeLoader is a software-only tool, no hardware modifications are needed. You won't invalidate your warranty and you don't run the risk of ruining your console by fitting a mod chip.

FreeLoader works with any imported game, even two-disc titles like Resident Evil NTSC games will still be output at 60Hz as opposed to the UK's slower 50Hz, though, so if you're playing your GameCube on a very old television through an RF lead, you won't be able to use it. However, any TV bought in

the last decade is more than capable of handling 60Hz signals; if you're playing through the composite cable supplied with your Cube. with or without the SCART adapter, then you're fine

If you want to play import games but have no interest in enhancing them in any way. get FreeLoader. Action Replay is well worth the extra £10 but if you really don't need the extra functions, then this is the kit for you. <





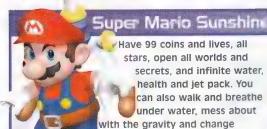






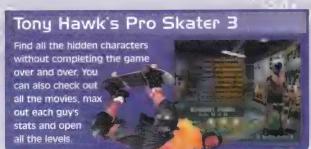
ENIHANCEMENTS IN action

Action Replay has hundreds of codes pre-installed and you can update them with brand-new hacks for the latest games. But which codes come already loaded and what do they do? Here's a breakdown of some of the best ones we encountered...

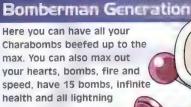


Mario's shirt.









health and all lightning cards, and even open all the worlds and levels.

Luigi's Mansion

Here you can max out just about everything. Grab infinite health

and every category of treasure, as well as changing the colour of Luigi's kit, turning him into a ghost and

asing his size until he's too big for his mansion

Burnout

Historia 391967

All damages received by foes

are cut in half

Need a few retries? With Action Replay you can get infinite continues, as well as a full boost meter. You can change the number of race laps and alter your race position too.



Extreme-G 3

In Extreme-G 3 you can have \$9,999,999 in the Bank, \$9,999,999 earnings, all weapons and a 1500g bike.



Super Monkey Ball

Snatch infinite lives, a massive score and more bananas than a greengrocer's warehouse.









Each team has its own wad of cash in this game. Using Action Replay, you can fill your coffers with ease.

NBA Courtside

Max out or minimise the score of either team in NBA Courtside...



Dark Summit

Se a real high nier with Action Replays gravity

SOTH THE

ecularie too...

codes. You can get yourself







In 18 Wheeler you can freeze the timer and set your cargo value to an



Tarzan Freeride

Infinite lives. Skriple as HUT









Wave Race Blue Storm

Never miss a buoy have permanent turbos, never go out of bounds and freeze the timer or max out the score in Stunt Mode!





Here's come more of the manic cheats previotalist on Action Replay.

GAUNTLET DARK LEGACY

Each player can burg 1979 health whiste keys and a lawl of cash

LOST KINGDOMS

inter the rule of the control of the

BLOODY ROAR PRIMAL FURY

Frence the torier at \$15 minute mate

REDCARD SOCCER 2003

Anay taum can being a huge score of a power a pero-for each of the carriers tayo hasyo. The home or

SPY HUNTER

Conglete at observed and grap infinite invitor boost, machine gue amoso and oil slicks for every track.

VIRTUA STRIKER **VER3 2002**

PIKMIN

ask The exerts

We've been inundated with letters and e-mails asking about FreeLoader and Action Replay, so we rounded up the most frequently asked questions and asked Datel...

Does FreeLoader do anything Action Replay can't do?

No, but it's £10 cheaper. Action Replay lets you play import games, but also gives you cheats and enhancements. FreeLoader is just for playing import games.

Will FreeLoader and Action Replay play PAL games on my multi-region NTSC machine?

Yes, definitely. FreeLoader and Action Replay open up all territories on any Cube.

Will FreeLoader and Action Replay work for two-disc games?

Yes, no problem at all.

Will FreeLoader/Action Replay let me play the American version of Phantasy Star Online via the Internet? ACTION REPLAY

Col Damage
Ct ...

Dark Summit
Donald Duck Ongek Atteack
Galleon

A PC DEFGH PURE

A You then get to choose which cheats to activate, or even add new ones.

Alas, it's too soon to know that. The Cube's online features have not yet been finalised and the *Phantasy Star Online* servers are not yet in place, so we can't really say. It will play the game off-line in single-player mode, though.

How easy is it to play imports using FreeLoader or Action Replay?

All you do is wait for an onscreen prompt that tells you to swap discs. You then open your Cube lid in the usual way, remove the FreeLoader or Action Replay disc, replace it with the game disc and press a button. Simple.

Will NTSC games play on a UK Cube in RGB quality?

Yes, as long as you have an RGB cable.

Does the disc have to be inserted every single time you want to play an import game, or do you only have to insert it once, and that's you set forever?

You need to insert it every time you play an import game, but it only takes a few seconds. It's no great hassle.

Do I have to alter my hardware in any way?

Nope. No soldering, no cutting, no rewiring, no mod chips. There's no need to open your Cube and you won't invalidate your warranty.

Will it work with my old TV?

To play an import game, your TV must accept a 60Hz signal. Most modern TV sets do. If you can play UK games in PAL 60 mode, you can play import games with FreeLoader or Action Replay.

What about new games released after I buy my Action Replay? Can I still enhance them, or do I need to keep buying new Action Replays?

You can enter new codes into your existing Action Replay. These can be found on www.codejunkies.com and on the Code Junkies' 60p-aminute phone line on 09064 774477. From next issue, we'll print them in G-Force too.

I can't find Action Replay/FreeLoader in the shops. Can I order directly from Datel?

Sure. Check out www.codejunkies.com, and also the mail order ad on Page 74 of this magazine. ▶













REVIEUS

OUR REVIEWS AND SCORES FOR ALL THE NEW GAMECUBE GAMES.



42 SUPER MARIO SUNSHINE Δ A full six-page review of Mario's first Cube adventure. Find out if he lives up to expectations, beginning on Page 42...





REVIEWS

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Eggo Mania .			

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Biohazard Zero Trial Edition (import) 65

SCORES GUIDE

A top-class game that sets the standards for the genre.

80+

Fine fun to play but falls short of all-time classic status.

70+

Still fun to play but significant flaws are creeping in.

60+

An average game with little to commend or condemn it.

50+

Do its flaws outweigh its strengths? The jury's still out...

40+

Ok for an nour or two but not if you've something better to do.

30+

Very little fun at all and not even worth renting.

405

After ten minutes, you want to switch it off.

10+%

At this level or below, the game is damned-near unplayable.

GC EXCLUSIVE!

Games which only appear on the GameCube and no other console, computer or arcade machine, are stamped 'GameCube Exclusive'. Just so you know...

G-FORCE RECOMMENDS

Only the best games get the G-Force Recommends award! To carry away this illustrious prize, they have to score over 90%, and we don't give scores like that lightly...







DAMAGE:£30.00 ON SALE:4TH OCTOBER PUBLISHER:NINTENDO DEVELOPER:NINTENDO TYPE: ... ARCADE ADVENTURE MEMORY CARD:7 BLOCKS RUMBLE:YES ONLINE:NO GBA LINK:NO

FILE ALONGSIDE: SONIC ADVENTURE 2 (73%)

WWW.NINTENDO.COM

LUIGI'S MANSION (75%)

SUPER MARIO SUNSHI

He's been a long time coming and been beaten to the Cube by a lesser relative and a blue hedgehog but at long last, Mario has arrived. Simon checks out his latest escapade...

e was a notable absentee from the GameCube launch line-up, a fact made worse by his brother Luigi's failure to fill the void. It's fair to say this Mario game has been a long time coming. It's also been cursed by rumours of underwhelming gameplay and

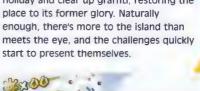
thought for poor Mario, Within minutes of the start he's sitting in a prison cell, although naturally it's a case of mistaken identity, which is quickly resolved. At least his plight serves a gameplay purpose; as part of his punishment, Mario is ordered to go around the island on which he's on

The learning curve is exceptionally well thought out, yet not at the expense of the more advanced player."

complaints that the graphics weren't up to our expectations. Ultimately we received reports that braced us for the worst but we're proud to say this wasn't a bandwagon on which we hitched a ride.

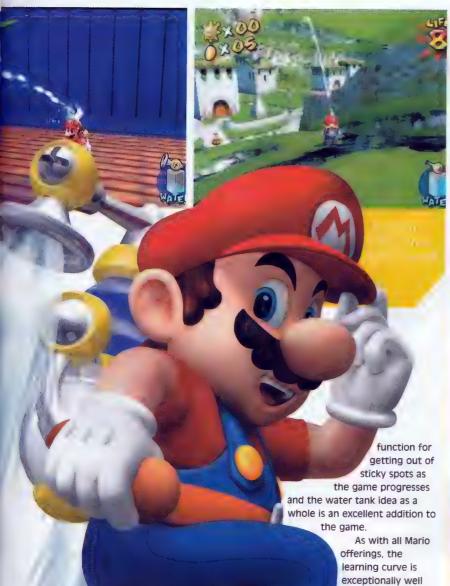
Still, if the press for the game

holiday and clear up graffiti, restoring the place to its former glory. Naturally enough, there's more to the island than meets the eye, and the challenges quickly



It's during these very early stages, where the plot is still unravelling, that you're taught the core skills you need to battle your way through the game. Perhaps the most important of these is control of your new water tank, with which you're initially





thought out, yet not at the expense of the more advanced player. The early levels house many opportunities to try out new skills - and you're really advised to take that chance before the game gets too tricky - but they also play host to plenty of secrets, which the experts will relish digging out. These secrets are a cast-iron example of why Mario games are a delight to play.

From the first *Super Mario Bros* on the NES, the devil in this series has always

"The devil has always been in the detail, with so many neat little touches and extra bits to find..."

presented to clean up

graffiti. It's

that is left behind by

soon becomes clear, however, that on this island

many of the baddies but it

useful for clearing

away the strange paint

it's quite an adept piece of kit. With a quick hit of the 'X' button you can use the power of the water jets to hover in the air for a short time. This is a really useful been in the detail, with so many neat little touches and extra bits to find, even after you've completed the game for the third or fourth time. Consider this – to finish



Familian Faces Super Mario Sunshine you need to collect in the region of 60-70 shines yet there are around 130 reportedly hidden in the depths of the game. Some of the extras can be picked up by trading and finding some others needs you to explore the game in a lot of depth. Quite frankly, we've haven't the faintest idea where some of them may be hiding.

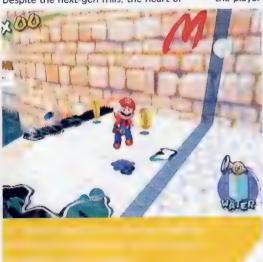
The move up to the next generation may have taken Mario time but it's not without its immediate benefits. Once past some brief cut scenes, you quickly land on the island that acts as the portal of much of the game's action and the detail here is clear from the second you set your feet down. Whilst retaining the bright, attractive visuals and audio of the Mario series, the moustachioed plumber has never played out an adventure in such lavish environments. The addition of the water tank, for instance, naturally means that in each of the levels, aquatics are never far away. The shimmer of the water





bit of the Island early on. Whilst there are some reservations over the in-game camera - we're coming to those later there's little doubt it picks up some fantastically framed shots, bringing a cinematic approach to the already highly polished visuals. These are combined with some more familiar Mario-style visuals when recognizably traditional elements of the series kick in, such as the rotating blocks mentioned below.

Despite the next-gen frills, the heart of



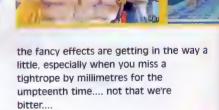
Sunshine is no exception. Indeed, some levels take Mario right back to his roots, with rotating blocks, tight jumps and some really quite tricky manoeuvring required on the part of the player.

If there's one flaw in the move into 3D, particularly as the engine has progressed so much since we last met a fully-fledged Mario game, it's that the complete fairness towards the player has been compromised a

little. The 3D inherently makes it harder to judge jumps and such and these are the very heart and soul of a Mario game. For the most part this isn't a problem but occasionally you get a niggling feeling that







"Super Mario Sunshine reeks of polish and is a sheer joy to play."

The game is otherwise, and certainly for the most part, incredibly fair. The vast majority of mistakes you make whilst playing are entirely down to you and can't be laid at the door of sloppy programming or poor design. You can't help getting annoyed and worked up but such is the compulsive nature of the gameplay that you're back at your controller within seconds having another go. That's one of the main qualities of the game - that unrelenting grip on your



the balance of playability and sheer addictiveness that radiates from Super Mario Sunshine and there's little denying it's incredibly good fun. From the gentle but challenging learning curve, through to the design and execution of the demands hidden deep within the depths of the game, Super Mario Sunshine reeks of polish and is a sheer joy to play. That it has enormous replay potential and offers at least 20 to 30 hours of gameplay first time around makes it an even better proposition.



viewpoint, whilst also taking into account the various attacks and obstacles aimed at tripping you up. It would have been more helpful if the camera had a degree more intelligence to it to save you the job because, as things stand, you and the Cstick are set to become close friends during a session of Super Mario Sunshine.

Furthermore, there are limits to how

REVIEUS

far you can rotate the camera when vou wander behind physical blocks. When behind a building, for instance, Mario's silhouette is visible but sometimes when you try and rotate the camera to see things from Mario's viewpoint, it steadfastly refuses

to pass through a brick wall. That would be understandable if we were talking about a character but this is the camera, the very means by which you can see what you're doing. In fairness, it's an occasional problem rather than a major

worry but it's still a bit of a niggle.

Unfortunately, Super Mario Sunshine is less innovative than Super Mario 64 or Super Mario World were when they first appeared. Both of those really pushed the series forward and put in place the foundation blocks on which subsequent titles could build. Clearly when the





"It's games like this that remind you why you opted for a Nintendo in the





Control That Camera

Camera

the game is simply superb and this inevitably magnifies the areas that don't quite come up to scratch. It's to Nintendo's credit that, yet again, they've produced a Mario game that gamers of all ages and experience can genuinely enjoy and one that offers such substantial playing time for the money.

The bottom line here is that Super Mario Sunshine is an infectious, dangerously-addictive return for Nintendo's mascot character. Despite forays into games like Mario Tennis, Super Smash Bros: Melee and Mario Golf, there's little doubt that the platform genre where Mario began his work is his natural home. In that guise he only appeared once on the Nintendo 64 and it's taken him several months to get his butt in gear and make his official GameCube debut but you won't be in the slightest bit surprised to hear that the wait has been completely worthwhile. Mario Sunshine is yet another







must-have title for the Cube. It's games like this that remind you why you opted for a Nintendo in the first place, because when they turn their attention to one of the genres in which they specialise, there really is no one else on the planet who does it better.

Super Mario Sunshine is a completely essential game that can be enjoyed by every gamer who has a beating heart and blood in their veins. Heck, even if you haven't, it's got to be worth a go. We've been as loud as anyone in complaining









over the past months that we haven't got enough top-class titles on the Cube and then within a short space of time, arguably the two best games of the year turn up. Eternal Darkness is one, this is the other. Both are Cube exclusives and you're really

missing out if you don't reward both of them with your cash.

Oh, and
Mario? How
about bringing
that karting
game of yours
along next?



UPPERS

DOWNERS

VERDICT

Addictive and challenging.
Polished and packed with detail.
Love that water tank!

The camera is a bit dodgy. Not a huge step forward for Mario.

He's taken his time, but Super Mario Sunshine delivers in virtually every conceivable way. Buy it to remind yourself why you came to love videogames in the first place.









WORMS BLAST

The worms are back but is this a blast? It certainly isn't Worms...

et's get one thing straight from the start. This definitely isn't a traditional *Worms* game but neither is it a *Bust-a-Move/Snood* clone with the *Worms* licence tagged on, though that's what it looks like from the screenshots.

In Worms Blast, your character (a worm, natch) paddles left and right in a kayak, firing a weapon not dissimilar to Bust-a-Move's harpoon but with a few notable differences. For starters, it fires coloured bullets rather than beads. Shots that hit a different colour to themselves change the colour of the beads they hit instead of just clinging on. You can choose how much power you put into a shot, with gravity and inertia having an effect, just like with most Worms weapons. You can't bounce shots off the sides of the playing area, though you can lob them.

There is some fun to be had here, though nowhere near as much as there should have been, due to a couple of serious flaws and the presentation is even worse than that of *Eggo Mania*. The first problem lies with the controls. You

can pick the buttons to fire and swap your weapons but whatever the set-up, everything else is slaved to the analogue stick or D-pad. Moving your boat, switching direction and changing the elevation on your gun is all achieved through one control and it gets hellishly confusing. You get used to it to an extent but it never feels natural.

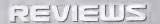
One-Player Woes

The second major fault is that all the oneplayer modes are crap - every single one of them. There's a Story Mode where completing various missions opens up new pathways on the map and to be fair, these include some great level-based puzzles. In one, for example, you must take out awkwardly-placed colours by lobbing over invulnerable stones, or in another, free up a set number of stars. collecting them as they fall into the water. The trouble is, there are also some stupid, insane, tedious and downright unfair ones too. Take Dodge the Snake. where a line of stones slithers around the screen in a set pattern. You survive by

"Worms Blast really needs to be more laid back and cerebral."







FIRST TIP

You don't have to kill enemies to proceed sometimes it's wise to save on ammo and health by just running past them.





DAMAGE:£39.99 ON SALE:13TH SEPTEMBER PUBLISHER:CAPCOM DEVELOPER:CAPCOM TYPE:SURVIVAL HORROR NO OF PLAYERS: MEMORY CARD:8 BLOCKS RUMBLE:YES ONLINE:NO GBA LINK:NO ON THE WEB: .WWW.RESIDENTEVIL.COM

HLT ALONGSIDE: ETERNAL DARKNESS (94%)

RESIDENT EVIL

Tired remake or inspired upgrade? Jamie finally gets his hands on the UK version of the first GameCube-exclusive Resident Evil game...

verybody has played the original Resident Evil, right? No? OK, for those of you new to the game. the story goes something like this; Racoon City's Police Special Tactics Bravo Team goes missing on a mission, so the Alpha Team is sent to investigate. On discovering the Bravo Team's crashed helicopter, they're attacked by a pack of seemingly-undead dogs and chased to a nearby mysterious mansion (shades of Scooby Doo, perchance?). Three of them

choice of character is now far less cosmetic and has a massive effect on the game's storyline and puzzles. The size of the challenge can be chosen from the two difficulty levels and the adventure is also far less forgiving when played as Chris. It is also clear that veterans of the original title aren't necessarily in for an easier ride; sure, a good working knowledge of the original Resi is very useful but the mansion

The mansion has now been expanded significantly, adding new areas and puzzles."

make it inside alive. Unfortunately, it soon transpires that the mansion doesn't offer much refuge from the threat of the undead attack, as you take control of Chris Redfield or Jill Valentine and struggle for

Resident Evil is a third-person shootercum-puzzle-game just like the PlayStation original but several changes have been made in addition to the much-improved presentation. For starters, the player's

and puzzles and expanding the number of zombies and other bad guys you fight your way through.

There are two elements of the game which haven't changed much, the first of





which is the control system. In a rather disappointing bout of apparent laziness. Capcom hasn't made the control system analogue, sticking to the digital format used in the PlayStation original, giving no room for careful manoeuvring or quick

ves raining arains, halicidjan - ...

Slaughter House

A truly satisfying if rather disturbing new feature is the added level of realism in the zomble-splattering department. As you pump your chosen undead buddy full of lead, his body reacts accordingly, jerking with the impact of the blast and losing the odd limb where appropriate. A particularly well placed shot can even see your unlucky foe's head totally disintegrate, sending a breathtakingly exhilarating shower of blood, brains and skull into the air and up that nearby wall (who let him out of rehab?: Ed).

turns. They have, however, added a much-welcomed 180-degree turn feature. One flick of the C-stick snaps your character around to face the opposite direction, which is most useful when retreating from advancing enemies.

The other element is the weapon-aiming system, which also remains the same. Hold down a shoulder button to ready your equipped weapon, line it up and blaze away. Pushing Up on the stick makes your character aim up to deal

"Overall, Resident Evil's gameplay remains the same as ever."

> with air-based critters, whilst pushing Down helps you deal with dogs and grounded zombies. There's no degree of accuracy with the vertical axis, so you don't have to line up the shot yourself- the three levels of attack simply tell the game engine what you're aiming at. Giving the player a full 360 degrees of control would quite possibly make the game unworkable due to the fixed camera angles. However, while other aspects of the game have had makeovers to hide the engine's vintage, the controls feel decidedly uninnovative and just plain old skool

Another of the new features is the addition of defence items. Scattered throughout the mansion are an assortment of daggers and knives which, once equipped, offer an invaluable lastline of defence against enemies who get up-close and personal. These are singleuse items, so experienced players might want to opt for the game's Manual Defence Mode and use the items when they wish rather than automatically when grabbed. Additional defence items are also available, depending on your character. Jill has a nifty stun gun to zap those zombies, whilst Chris employs a few



r two heroes of this ccoon City Special Tactio And Rescue Service (S.T.A.R.S.) will no doubt be familiar. They are the grim and determined Chris Redfield and the roluptuou: and agile Jiii

Chris Redfield

Valentine

tactical awareness. Experience of overcoming critical situations

Jili Valentine Quick reflexe: - Common sensa - Cool under

pressure. - Decorated to bravery.



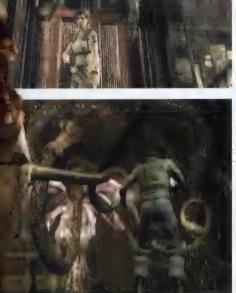


trusty grenades to stuff in the bad guy's mouths before detonating them with a well-placed bullet!

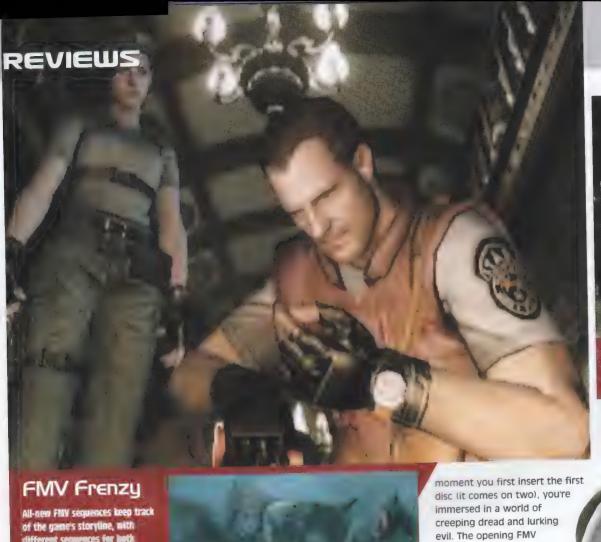
Of course, the weaponry doesn't stop there. Everything from highcalibre pistols to pump-action shotguns to portable flamethrowers (!) are stashed away in key locations, ready for you to lay your hands on. Ammo is far from plentiful, however, so you need to keep an eye on how much you've got and aim your shots carefully. A trusty survival knife always leaves you with an attacking option but to say it becomes considerably harder to stay alive when you can't attack from a distance is a major understatement.

Survival of the **Fittest**

Overall, Resident Evil's gameplay remains as much an absorbing experience as ever. With the whole







of the game's storyline, with different sequences for both characters. Depending on the character used and which conditions are met, no less than ten different endings are also there to discover.

game now geared towards creating atmosphere, the gameplay is more gripping and addictive than fun. Staying alive is no small challenge, with hordes of monsters, including several brand-new enemies, standing between you and freedom. Being good at Resident Evil is something that takes a lot of practice but it's all technique and there's actually very little brainwork involved. The puzzle side of the game is a different matter, with a large range of different puzzles to tax your brain. These range from the cryptic to the plain ridiculous. A clever gamer picks up on hidden meanings in inscriptions and descriptions of items and solves some puzzles much faster for it, while the less cryptic of the puzzles can

∇ Some of the environments are



simply come down to trial and error. This is at times a major sticking point with the gameplay, as seemingly bizarre

adrenaline pumping. Once inside the game itself, you This isn't a game; it's a piece of art."

unconnected puzzles can be truly frustrating and lead to an alarmingly large amount of back-tracking and repeated travel through one-way areas of the house. However, these complaints are mostly outweighed by the fantastic feeling of dread and suspense which radiates throughout Resident Evil.

To say the presentation in Resident Evil is good would be an utter blasphemy. It's outstanding and this definitely isn't just a game: it's a piece of art. From the

can't help but sit and gawp at the quality of the graphics engine. As you move throughout the rooms of the mansion, the game switches through hundreds of beautifully prerendered backdrops with clean, crisp high-resolution textures. On top of these, a sea of graphical effects shimmers before you, with real time shading and

sequence (a complete remake, which improves on

tremendously) sets the scene with some excellent first-

that of the original

person shots and a dramatic score to get the

△ Just look at them lighting effects - cor!



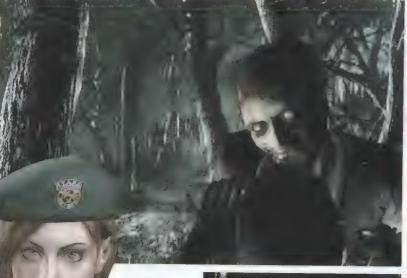


▷ Believe me, you don't want





"The game's sound also contributes to the climate of fear."



Conundrum

y a certain number of items be carried in your inventory, clever thinking is required when choosing what to carry around with you. A number of chests are scattered throughout the mansions, where you can leave the items you don't immediately need, so it's not uncommon to have to make your way back to a safe area to collect that key or restock on ammo.

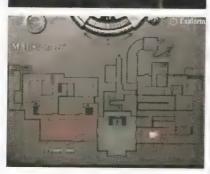


unspeakable evil that lurks in every shady corner. The character models have been beautifully crafted, and employ wonderfully life-like movements, with only the rather stiff animation on the main player giving the game away that these are not real people that we're watching.

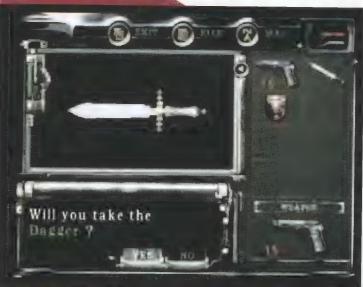
Sonic Adventure...

The game's sound also contributes to the climate of fear, with atmospheric tunes that cast an ever-increasing shadow of dread with each new note. Even the occasional bout of near-silence is used to eerie effect as your footsteps echo off marble and fall softly on carpet. As for those who can take advantage of the surround sound capability, you're in for a real trouser-soiling treat!

Resident Evil is a tremendous feat of masterful presentation. The gameplay may feel a little dated and there may be a few minor issues with the control system and puzzles but overall this is a smashing title which is thoroughly enjoyable to play, tremendously addictive and with exceptional replay value to boot. Jamie Wilks



lighting used to full effect to create an utterly stunning visual feast. Broken neon lights flicker and spark and lightning flashes through stained-glass windows, throwing sudden harsh light into the gloom, momentarily highlighting the



UPPERS

- Breathtaking presentation.
- Tremendous atmosphere.
- Addictive, engaging gameplay.

DOWNERS

- Control system rather dated.
- The occasional illogical, annoying

VERDICT

A real classic. Quite probably the most graphically and audibly impressive title on the GameCube to date, not to mention one of the most playable.





MH SUPERFLY

Is it a bird? Is it a plane? No, it's an utter lunatic on a motorbike! Jamie checks out the insane world of MX Superfly...

et me start by admitting I'm not a huge fan of extreme sports outings. Yes, *Tony Hawk's* is an excellent game but personally I find most of its imitators pretty dull and often not well put together. It's some accolade, then, when I say that *MX Superfly* is a damn fine extreme sports game. Here's why...

games, where you beat a number of opponents or the clock to the finish line and freestyle games which see you acting like a bigger madman than anybody else in mid-air. These game types both work well and are fun to play because MX Superfly's game engine is so good. The control system is nice and responsive, offering depth whilst being easy enough to use

"MX Superfly is a damn fine extreme sports game."

The basic idea of MX Superfly is this; you race around various outdoor courses and indoor arenas on a huge motocross bike, to send yourself hurtling into the air at ridiculous speeds and then monkey about a bit pulling off tricks before you land. Now that might sound like great fun but if this basic gameplay mechanic wasn't attached to challenging gameplay and cool features, we'd have a pretty average game on our hands. This is where MX Superfly goes from 'enjoyable game' to 'downright excellent game', as it has game modes and mini-games coming out of its

Come Fly With Me...

Two main game types lie between you and superfly fame – racing

and the physics engine puts you firmly on your bike. MX Superfly might not have the best impression of speed in the world but the overall feel is very neat and tidy. Your bike bobs up and over hills and ramps,

ESST THE

thy to this and relate your time as after as possible price landing or to be contained your point scoring.









with suspension twanging away as you thrash your Yamaha for all it's got.

MX Superfly's single-player goodness largely lies in its Career Mode. Here you create your own racer and then launch yourself into a high-risk career of mid-air shenanigans. The game takes you through the early stage, with tutorial modes to teach you how to preload your suspension and get the most out of jumps and





Multiplayer Motocross

A Secreta come to the glarar lead come control and with perpeture state the free personal to the planters find and free pie makes, a bumble of managing the local personal to the control pies of the management from the circum states game?

att fea on

ORCE SEPT 2002

DAMAGE:£39.99
ON SALE:4TH OCTOBER

PUBLISHER:THQ

DEVELOPER:PACIFIC COAST

RUMBLE:YES
ONLINE:NO

GBA LINK:NO

FILE ALONGSIDE:

TONY HAWK'S PRO SKATER 3

SUPERCROSS WORLD (46%)

. (94%) . JEREMY MCGRATH

...WWW.MXSUPERFLY.COM

ON THE WEB:

.....POWER & LIGHT









Mini-game Marciness

e to come back to for a quice





graphical effects are also used well, with bump mapping, particle and lighting effects all put to good use. The rider animation is also well done, with only a few trick animations looking jerky and out of place.

Unfortunately the sound department of Superfly is adequate but doesn't really shine like it could have done. The music selection is decent, offering plenty of roaring tunes to get the adrenaline pumping and the bike sound effects are realistic. The game is really let down though by the commentary, as only a handful of phrases are infrequently offered forth, which quickly become repetitive and would have benefited from a lot more work

Overall, MX Superfly is a very well rounded title that is great fun to play. With its diverse list of game modes, especially the addictive and challenging Career Mode. not to mention its split-screen two-player support, Track Creation Mode and other features, MX Superfly is a very impressive bundle with a lot to offer. Some small gripes about frame rate and uninspired sound bring the score down slightly but overall this is a quality title.

Jamie Wilks



tricks. Once you start to get the hang of how things work, a whole load of new challenges are opened up to you, from straight freestyle competitions to trick

Fly Candu

Graphically MX Superfly is equally impressive. Some of the indoor arenas in particular are truly spectacular, with jumps and ramps leaning off into the distance as an audience of thousands of screaming fans look on. This is achieved through a lower-than-usual 30 FPS frame rate but

"Overall this is a quality title.."

challenges and mini-games. Your success is rewarded with the hard cash needed to advance to more challenging leagues and more powerful bikes. You quickly find yourself unable to put the game down.

the visual impact is minimal. Everything remains pretty much silky-smooth, with only very occasional slow-down as you tear your way across landscapes made of nice high-resolution textures. Other

UPPERS

DOWNERS

VERDICT

- Fun to play big air!
- Impressive list of game modes.
- Pleasing on the eye.

Some frame rate issues. Sound a little bland.

Some small presentation gripes leave MX Superfly falling just short of classic status but this is a quality, fun-to-play title with lots to offer.



PHYIELDS

a make part of the





DAMAGE:£39.99
ON SALE:31ST AUGUST
PUBLISHER:CAPCOM
DEVELOPER:CAPCOM
TYPE:BEAT-'EM-UP
NO OF PLAYERS:1-2.
MEMORY CARD: 2 BLOCKS
RUMBLE:YES
ONLINE:NO
GBA LINK:NO
ON THE WEB:
WWW.CAPCOM-EUROPE.COM

FILE ALONGSIDE: BLOODY ROAR: PRIMAL FURY





Ooo, it's like an early Nineties arcade romp on a console! Jamie looks on as the two big names in versus fighting games collide in Capcom vs SNK 2: EO...

ince 1991, Capcom and SNK have spewed out countless fighting games. Characters have come and gone, innovative combo systems have been developed and counter-attack features have been juggled around but

still the hardcore fan wants more. What Capcom Vs SNK 2: EO does is bring all the most popular features and characters together in one big slugfest and with some degree of success.

There are two main problems the average gamer is going to have with Capcom Vs SNK 2: EO. The first is this EO business. EO stands for Easy Operation. folks for Extreme Offence outside Japan: Edl but it should be TBE - Too Bloody Easy. Capcom has tried to overcome the problems with fighting games and the design of the GameCube controller by incorporating a new control system. This ISM (for the hardcore fans) has been bolted onto the side of this arcade conversion and the C-stick is used to perform your special moves. Why is this a bad thing? Without having to perform your special moves manually one of the biggest challenges offered by the game is taken away. Gamers aren't being encouraged to learn how to play the game properly and really explore its tactical depth, as they are able

to kill opponents through block damage by just repeatedly throwing fireballs. Of course you can still just use the standard control system but not every Capcom Vs SNK 2: EO buyer is going to read this

together, with Morrigan in particular looking dreadfully flat and twodimensional. This is a game that really needs

two scores. If you're a hardcore fighting game fan you'll not mind the jaggy sprites too much and won't be

tempted to use the easy control option. In which case this is a decent game that will give plenty of enjoyment. If, however, you're

"The sprites look pretty awful..."

review and be encouraged to do so.

The other major issue (possibly due to the demands of the huge character roster) is that a lot the characters are horribly pixelated. Some look worse than others; the sprites seem the most hastily thrown

at Shoto SNK

ani (ili) per ki Historian (d risto COMPANY OF THE PARTY OF on, tested possessy

not a fight fanatic and just want to add a beat-'em-up to your collection, this isn't the game for you. The recently released Bloody Roar would be a much more sensible purchase.



- Enjoyable gameplay. Good list of game modes.
- Some nice presentational touches.

DOWNERS Horrible 'Easy Operation' feature.

Nasty pixelated sprites.

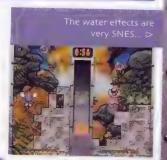
VERDICT

Ugly sprites and control system issues overshadow an otherwise reasonable game. If you're a hardcore fighting game fan, however, feel free to add 20% to the score.



FIRST TIP

Don't forget you can throw away blocks you don't wish to use.









www.eggomania.com

FILE ALONGSIDE:ZOOCUBE (82%)

EGGO MANIA

Eggs-ellent puzzler or scrambled leftovers? lan thinks enough is un oeuf...

t might not be instantly apparent from the screens but Eggo Mania is basically a Tetris rip-off. Those crates you see falling towards your ovoid character contain shapes. Catch them, then rotate them in your hands and place them on your ever-rising tower. The main difference between this and Tetris is that instead of any complete lines disappearing, they remain solid, while incomplete lines are undermined by the rising water. The aim of the game is to reach the top of the screen, not to avoid reaching it. You can jump off your tower to fill a hole and there are power-ups such as bombs to throw at your foe and concrete to fill an awkward space. Creatures and obstacles also conspire to steal the block you just caught or knock you off your tower. That, in a nut (or egg?!) shell, is Eggo Mania but does it work?

To be honest, I find it difficult to recommend this. While not a total disaster, it has too many flaws to make it worth

buying. For a start, it looks awful. The

screenshots are deceiving – when you see it move, it looks more like a SNES game that's been to Moss Bros than a next-gen puzzler. There are hardly any flashy effects as you build your tower or fire off a power-up and the water effect is a disgrace. When you think of

the excellent water refractions

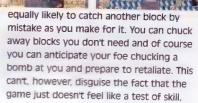
in Super Mario Sunshine and the forthcoming Die Hard Vendetta and then look at this, it's hard to believe they're on the same machine.

Da Bomb!

One of the alternative game modes is Bomb Mode, where you and your opponent start on top of ready-built towers, with bomb power-ups falling instead of bricks. Catch 'em and chuck 'em at your foe. It's frantic but unexciting.

Fry It...

Alas, presentation isn't its only problem. There are tactics involved here, namely to build solidly until near the top, then build upwards quickly, making it home before the water erodes the incomplete part of your tower. However, the narrow playing area makes it very difficult to avoid the hazards thrown at you. The creatures that steal your blocks or knock you off the tower are especially annoying and although you can throw bombs back at your foe, you're



Eggo Mania isn't a bad game to play for a couple of hours but that's all the time it takes to see everything it has to offer – unless you're a sucker for unlocking characters that play no differently to the ones you already have. On the Game Boy Advance (its more natural home) it's not too bad but on the Cube I'd leave it alone.
Ian Osborne

"On the Cube I'd leave it alone"



WPPERS Fun for a short while.

ERS DOWNERS

- Poor presentation.Little lastability.
- Annoying gameplay flaws.

VERDICT

Not a great puzzler and certainly not a game to show off the capabilities of the Cube.





PRST TIP







TYORIDS:

FILE ALONGSIDE: ..EGGO MANIA, ZOO CUBE (82%)

TETRIS WORLDS

The best puzzle game in the world. Ever Looking the worst it has in ages, according to Simon...

igh. Why developers can't just admit they've produced another *Tetris* game straight out, instead of hiding it behind some ridiculous plot, is beyond us. In THO's case, they've injected a wholly unnecessary load of hokum about evacuating a race called the Minos from the planet Hadar 4. There are six alternative worlds that the Minos can live on and opening Tetrion gates to these new worlds requires the six best Mino Tetris players. Personally, if my world was in danger and only six worlds existed to head off too, a game of sodding *Tetris* would be the last thing on my mind. If you haven't already

guessed, the 'plot' is just another way to milk a few quid out of the neverbettered Tetris formula.

Let's be frank – a game of *Tetris* is always welcome, although unfortunately this doesn't match the sheer

This doesn't match the sheer fun factor of the old Game Boy version...'

fun factor of the old Game Boy version. THQ has tried to spice up the action a little with extra modes – more on those elsewhere – yet they've reduced the fun factor, the frenetic gameplay and the overall *Tetris* experience to something less than it was a decade ago. Some achievement.

What Went Wrong?

The Story Mode, with the best will in the world, simply doesn't work. At no point do you feel the need to press yourself harder to save the world and the graphics also fail to enhance the story effect. You play the game against a series of drab and repetitive backgrounds, with equally uninspiring music. The Multiplayer Mode rescues things a little, by offering the delights of a four-player contest but even that doesn't beat the frenzy of the original Game Boy link-up experience.

At its heart, Tetris is a gaming masterpiece and its natural appeal will always remain. It's open to debate however, why anyone would fork out the best part of £40 for one of the worst versions of the



game to appear over the past ten years. Frankly, you're better off digging out your old Game Boy version. It's far more fun.
Simon Brew

Extra Modes

that, they bried 10% has accepted with present in the pure to try and present the expension part and the expension part and the expension part and the expension part and they become the expension to the expensi

UPPERS

Easy to learn.

It takes some skill to screw up Tetris...

DOWNERS

- ...but they've had a bloody good go!
- Better on the Game Boy.
- Dreary sound and visuals.

VERDICT

You can buy a second-hand Game Boy and a copy of the original Tetris for the same price. Do it. It's far more fun.





FIRST TIP

As soon as a ground enemy locks onto you and starts firing, pull out and attack from another angle.

∇ The towns are beautifully modelled.





then screw it up by interrupting the action with a ten-second cut scene every time you complete one.

Bandits at Six O-Clock

The mission objectives themselves are pretty varied, with choppers and planes to down, enemy buildings to pulverise and friendly units to protect but they're bolted together in a flat and unambitious way. The objectives are self-contained and sequential – you never, for example. take out radar installations to stop the enemy tracking you as you target their bases, or trash a convoy that fuels a fleet of choppers who make your life a misery if you miss too many tankers. It's not that Top Cun: Combat Zones is a bad game but its uncomfortable mix of sweet and sour makes it impossible to recommend at full price. It's a fair rental and if you see it at £15 in a couple of months (which you probably will), it's worth a blast. There are better ways of spending £40 though.

lan Osborne



DAMAGE:£39.99 ON SALE: 6TH SEPTEMBER PUBLISHER: ..TITUS SOFTWARE DEVELOPER:DIGITAL TYPE:SHOOT-'EM-UP NO OF PLAYERS: MEMORY CARD:3 BLOCKS RUMBLE:YES ONLINE:NO GBA LINK:NO ON THE WEB:WWW.

FILE ALONGSIDE: . . . STAR WARS: ROGUE LEADER (88%)

TOPGUNCOMBATZONES.COM

OMBAT ZO

Is it a high flier or will it crash and burn? lan pulls on his Biggles outfit and takes to the skies...

et's get one thing straight. This is not a flight sim, it's an arcade dogfighter with a flight sim attitude. There's no take-off or landing. you can't dive, climb or bank beyond 90° and the flight model is extremely generous allowing you to slow to a

spread throughout the last three decades. Then you jeer when you realise that each time you open a new era, you have to complete several compulsory training missions before you can get stuck in. Likewise, the missions wisely offer a series of individual objectives but

"Its uncomfortable mix of sweet and sour make it impossible to recommend at full Dric€..."

steady crawl without losing height. It's not the Cube's first flight sim then but neither is it a particularly blinding

It had promise. Top Gun: Combat Zones could easily have graduated with honours but each time it takes a step forwards, it also takes a step back. Take the graphics. At first you're gasping as you swoop and strafe through lush terrain, checking out the gorgeous buildings, bridges and other such man-made constructions. Then you see a gunship that's speeding towards its target but without disturbing the water. You cheerwhen you see the missions are spread across three different eras, with theatres of combat,

Giving Chase...

VERDICT

The chase perspective is incredibly ugly. The plane moves like it's hanging from the ceiling, and it doesn't disturb the air at all. No vapour trails forming on the wing tips, no billows of smoke as it flies over already-bombed territories, no heat refraction in the wake of the exhausts and no time to lese in getting back into the cockpit.

Not the great improvement on the PS2 version we were

promised but worth buying if cheap. It won't be long before

a better real-world dogfighter blasts it out of the skies...



- Graphical environments are cool.
- Good range of planes.
- Plenty to get your teeth into.

DOWNERS

- Im Intrusive cut scenes:
- Lacking in detail.
- Flat level design,









By the Sacred Jewel, the over-muscled guy in a furry nappy must avenge his people and defeat The Evil One! We sent Ian to watch...

Since the dawn of man, wars have ravaged the earth. Warriors survived by the strength of their blades, the rage of animals and the blood of thousands. These warriors stand fearless before the world but with power, the threat of even greater enemies arrives. The call to battle beckons for eternity and to this they must answer. For they are Barbarians!"

So begins *Barbarian*, Titus' bloodthirsty beat-'em-up which draws its inspiration from the old eight-bit bone-crusher. The

buttons. You can do more, of course. There are magic attacks, grapples and the chance to pick up objects and throw them across the arena but it's all very straightforward stuff, with the emphasis on brawn rather than brains.

On a Role...

Much has been made of the game's RPG elements, where gaining experience allows you to boost your abilities in categories such as Magic, Defence and Damage. Also, the storyline in Quest Mode

"Straightforward stuff, with the emphasis on brawn rather than brains"

rest of the game is just as riddled with pretentious science fantasy clichés too – look out for the hero avenging the death of his wife, the evil warrior-wizard and the

Forgotten Ruins, It's got more cheese than a Dairy Lea factory but thankfully it's not po-faced enough for this to get annoying.

As a fighter, Barbarian is not as sophisticated as it wants to be. It lacks the complex combos and hardcore tactics of, say, *Killer Instinct* or the *Street Fighter* series. Most attacks come in short bursts of context-sensitive attacks and all combos are 'built' from the 'A' and 'B'

gives you around 30 decisions to make between bouts, combining to offer 300 branches the plot can take. These game elements are again pretending to be more sophisticated than they actually are. The experience factor is more like training a boxer between bouts than role-playing character development and the storyline choices do little more than let you choose your next foe. You can skip the plot completely if you wish. Still, having a story allows for some interesting alternative bouts, where you have to kill your assassin foe before his poison brings you down or be the first to land 50 blows. All good for





DAMAGE:£39.99

www.barbarian-game.com
FILE ALONGSIDE:
BLOODY ROAR PRIMAL FURY (84%)

... CAPCOM VS SNK 2: EO (58%)



it years setting state.

Itause the game and check
out the moves list.









variety!

Barbarian deserves a kicking for pretending to be more than it is at times but it also earns a flagon of ale for what it gets right. The motion-captured fight sequences are beautifully fluid, with

chained blows raining on your foes and no awkwardness as one attack blends seamlessly into another. You can run around the arena as much as you like but at close

quarters you have no trouble facing your foe in an instant. At last – a 3D fighting game that feels fully 3D, with no hint of invisible rails or artificial side-steps.

The Ruined Lands...

The arenas are also gorgeous, rendered in full 3D and offering different floor levels. You can jump to higher ones and even

smash through barriers and fall to a much lower area. There are no ringouts but whether this is a good or a bad thing is a matter of taste. More serious are the clipping Issues when fighting near a wall and the camera's irritating knack of getting itself behind a pillar or wall. These are by no means fatal flaws, though – merely irritations.

By now you've probably guessed where the heart of the game lies. It is, of course, the multiplayer mode, where up to four human players can compete. Add in the bots and you can have up to eight fighters slashing the snot out of each other at once. Success doesn't depend on linking 38-move combos made from complex specials, so it's possible for a newcomer to join in without being slashed to ribbons before he gets in a single attack. Experience and skill count but differing levels thereof won't destroy the duels. They're manic, they're mindless

Rabas and Blagos

if you've read our comment on the pinc, it will come as no surprise to learn that the character roster features a delicious marrior woman and a bloke with big biceps, if this were a movie, they distant out by hating each other but fall in low before the big battle at the end.



and they're marvellous! It's this element the game should be pushing, not the wildly-exaggerated RPG elements and the somewhat pretentious storylines.





UPPERS

- Lovely 3D arenas.Fluid fighting moves.
- Great with your mates.

DOWNERS

- RPG element not what was promised.
- Storylines hackneyed.
- Some technical issues.

VERDICT

If you're interested in a mindless bash-a-thon to play with your mates, this is it. If you want a sophisticated beat-'em-up or an arcade RPG, look elsewhere.



GETTING LOGICAL.

Logic 3 sent us a brace of GameCube peripherals. So let's take a look at 'em...



GAME PAD

This one isn't bad but less impressive, as it's only a fiver cheaper than the Pro Pad and only features turbo fire from the range of extra functions. It also isn't quite as comfortable in the hands (it seems to be designed for someone with wide palms and short fingers). It's far from disastrous (especially at the price) but we

recommend you find the extra fiver and get its big brother instead

5/IO

SOUNDSTATION 3

Well, it's certainly loud! Its
three-way sub woofer system
really cranks out the volume. It
looks good too – although it's
advertised as working on any
next-gen console, DVD player,
MP3 player or Walkman, it's
pretty obvious it's been
designed with

the GameCube in mind. If you already have a Pro Logic/Pro Logic II surround sound system connected to your trusty TV, there's not much point getting this but the Soundstation 3 is superior to most TV's sound output.

9/10

PRO PAD

This is definitely one of the best third-party controllers but it's still not as good as the official Nintendo pad. It's half the price though and boasts turbo fire and sensitivity control. The A, B, X and Y buttons can also be

programmed with a secondfunction combo of up to 16 key presses, making pulling off those special moves a cinch.

8/10

TOPORIVE PRO

As steering wheels go, this is as good as any. It offers four solid suckers and an optional clamp to keep it fixed to the desk, it feels comfortable in the hands and all the buttons are within easy reach. The pedals offer just the right amount of resistance and the wheel as a whole looks the

part, with its black and purple contours matching the colours of the cube. However, we've hardly ever met anybody who can achieve better lap times with a steering wheel than they can with a trusty hand controller, so do you really want one?



It's an incredible game. Resident Evil, the GameCube remake of the PlayStation original, offers some of the spookiest graphics this side of, erm; actually, we can't think of any game with spookier visuals. OK, those who've played it to death on the PSX might prefer to wait for the forthcoming Resident Evil Zero but the new areas and rearranged monsters certainly re-inject some suspense into the situation.

Re Re

Res Resident Evil

We've got five copies to give away and one lucky winner will also bag an Action Replay game enhancer for the

Cube. So what do you have to do to win one of these luscious prizes? Kill a horde of zombies? Test the next batch of the 'T' virus for the Umbrella Corporation? Walk into a shop and buy a copy? No, just answer this simple question...

a. What was the name of the organisation that invented the deadly 'T' virus?

A: Pac-a-Mac PLC

B: The Acme Parasol Company

C: The Umbrella Corporation

When you think you know the answer, call our Competition Hotline on:

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The Datel Action Replay for the GameCube is the greatest game enhancer ever. There are literally hundreds of codes built in and you can add more to enhance future releases. Packed with features, this is the most versatile enhancement tool ever to appear for a console.



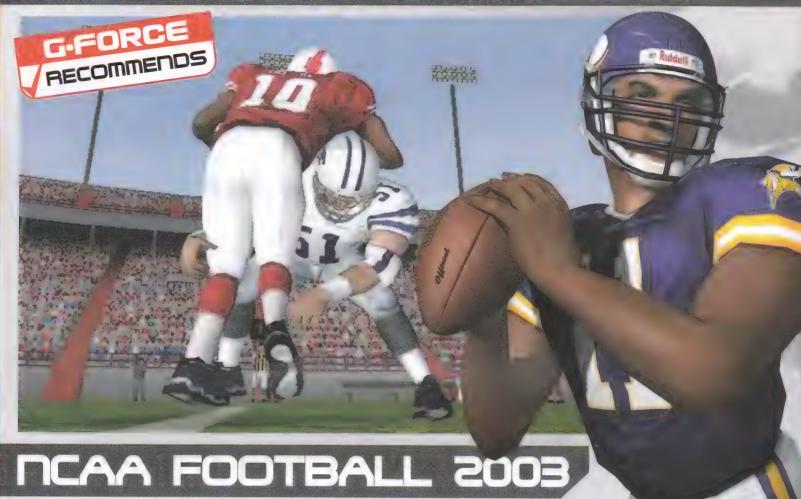
UNLEASH THE POWER . SMASH THE G

You will be asked for your name, address and telephonin number as well as your answer. The call will be recorded and used to send out your prize should you win. So speak clearly - no Resi-style guttural growling.

calls cost 0p a minute at all times. Lines are open at hours a day, seem days were reported in some to UK residents only. Lives open in 4th September 2002 and plos of lidnight of 1st October 2002. The editor's sequent is final and no correspondence will be neced in the

MPORT ARENA

G-FORCE REVIEWS THE CREAM OF THIS MONTH'S GAMECUBE IMPORTS...



Definitely one for the connoisseurs...

PUBLISHER: ELECTRONIC ARTS
DEVELOPER: TIBURON
NO OF PLAYERS: 1-4
RUMBLE: YES
ONLINE: NO
GBA LINK: NO

FLAG:



Language Barrier:

Over-excited American commentary might sound like another language but it isn't. There are no problems.





merican football is huge in the States but gets a mixed reception over here, with only a small cult following of hardcore fanatics. As collegiate football is almost unknown outside the US there's no way NCAA Football 2003 will get a UK release, which is a pity – it's the best gridiron game yet.

NCAA Football 2003 seems ideally designed for gridiron purists and this is appropriate, as only true fans would even consider buying it. Realism is the order of the day here, not NFL Blitz-style arcade

mayhem. There are 116 teams included (which puts the 30 teams found in an NFL sim in the shade) and stacks of collegiate trophies to try for.

Wide Receiver...

There are a few important differences between this college game and the NFL sport, mostly due to the fact that the plays are far more wide open. As this leads to more running offences you have plenty of Shotgun plays at your disposal, some of which you'll never see outside a NCAA



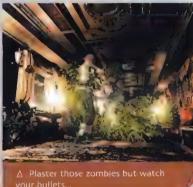
game. Most attacks are designed to get a receiver into a wide-open space rather than cover large distances, so expect the dependable rather than the spectacular. The defensive options are somewhat limited compared to the offence but this is also an accurate replica of the nature of college football.

It's the sophisticated challenge that makes NCAA Football 2003 really outstanding. There's far more to it than you'd ever get from an NFL offering, though a UK armchair fan probably won't recognise any of the players. One more tip – if you're thinking of grabbing this on import, you'll need a Datel Mega Memory 16x. The Full Season save is a real slothogger.

lan Osborne







BIOHAZARD ZERO TRIAL EDITION

The demo version of Japan's Resident Evil Zero is appearing on import shelves but is it worth the money?

FLAG:	
GBA LINK:	NC
ONLINE:	NC
RUMBLE:	YE
NO OF PLAYERS:	
DEVELOPER:	CAPCON
PUBLISHER:	CAPCON

Language Barrier:

Nothing much to worry about.

If you've played any of the Resi
games on import, this one's no
problem.





lohazard Zero, Japan's Resident
Evil Zero, isn't due out over there
until November. However, by preordering or buying the remake of the
original Biohazard, gamers from the big
N's home territory get a free demo of the
game – Biohazard Zero Trial Edition. The
UK Resi faithful are getting no such
freebies so the only way of getting our
hands on this Trial Edition is to splash out
on an imported one They're not
expensive lik-Sang for example offers
them for just the wrong side of £12 on its
web site – hardly a fortune

The game s two new characters
Rebecca and Billy are both controllable
You start on a train with Rebecca who has
become separated from her ally Clear this
is the carriage of creatures but don't run
out of bullets – you have no second
weapon. Interestingly, the carriage has an
upper floor and this forms the basis of
your first puzzle. We won't tell you how to
solve it but until you find some keys you
can't get out of the first car. This puzzle
also involves switching characters and
controlling Billy further back in the train,
to make your characters work as a team...

Is it Worth it?

That, unfortunately, is about it. Unite your characters, teaming up to kill more zombies and then sigh as the demo ends.

So is it worth it? Well, it probably won't take you more than 20 minutes to play through, though it's not exactly expensive. If you're a Resident Evil fan and are dying to get your hands on the Cube's first original, exclusive Resi game, you won't feel disappointed with this demo. It's a real treat to play and leaves you licking your lips in anticipation of what's to come. On the other hand, it's a little galling having to pay import prices for something Japanese gamers are getting for free. So what do you do? That one's up to you, I'm afraid. My advice is to get it if you're really keen but don't pay more than £15. The mediocre mark is not a reflection of the quality of the game but the fact that on a cost-to-playing-time ratio, you're not getting much for your money. lan Osborne





the wait. Date's Freeloader is finally with us! No more waiting months longer that American and Japanese gamers for the best games. At last we can play all those obscure and original Japanese offerings and the best American sports games.

UNIVERSAL GRME ENABLER 👛 🔼

To see how the Datel Freeloader (and indeed the Action Replation of Japan and Indeed the Action Replation of Japan and the States...

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18 Wheeler
American Pro Trucker
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Produtive Scorpion King, The



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Another bumper batch of your merry missives and a soap box column from a member of the team. Write in with your controversial comments and you could win a prize...



Soap Box

For our money, for a game listic but believable. You have to feel young there and that the game world is a living, breathing entity not sometriking knocked togetam just for the game. Turck Evolution for example, boasts regardless of the player and his targets. There are frogs by the pond, bugs in the grafti-all manner of things that prent put there to advance tive plot or interact with the main character Likewise, in the CBA's Ecks Vs Sewer The the real world. The hotel for example, felt like a hotel, with bedrooms, stone cupboards and lifts, it wasn't entirely bearoom and corridon to building such as that in Doom, which exists only for house the game.

But how important is an organic environment? dent Evil boasts some of least believable game los ever Sure, thu mansion looks the part, but what about the puzzles! nostone to open a door is mething that could only happen in a videogame. No one devises locks like that But is this important? Oo you prefer games with eviganic, tedlevable emironiments, or are you not bothered as long as the action's cooff I guess the jurys still out on that on

LUIGI KICKS BUTT...

I loved playing Luigi's Mansion. OK, so it's short and easy to complete but it's about time Luigi had his own game. He's my fave character out of the two brothers and on the old Super Mario

Brothers games, I've always been Luigi. He kicks butt! Will there be any more Luigi-related games? Don't get me wrong, I am looking forward to the new Mario and Wario games too.

David Billows. Arlesey. Bedfordshire



G-Force: Well, Luigi's in Super Smash Bros: Melee, and is rumoured to appear in Super Mario Sunshine too but we've yet to find him. Beyond that, let's wait and see...

game on any

GameCube - buy



DINOSAUR DOINGS

Why is it that PS2 owners are looking forward to Timesplitters 2, while us GC gamers look forward to Turok: Evolution? Is it because we have much better taste? Anyway hopefully G-Force will do a head to head

I was pleased to see that your article on Turok: Evolution said that the thing you fly on is a Quetzalcoatlus unlike in other mags who just say 'duh, pterodactyl'. It's obvious that someone did their homework. One other point on Turok: Evolution is why don't the raptors have feathers? In real life they did and I think it would be so much fun to blow up a raptor and see bits of feathers splattered all over the place.

My last question is how reliable is the Freeloader disk? I ask because I'm going to America soon and am

hoping to get some games

Slumarbo, Co. Dublin, Ireland

G-Force: Perhaps the reason PS2 owners are keen on Timesplitters 2 and CC damers more interested in Turok. Evolution is because Timesplitters originated in the PlayStation, whereas Turok is a Nintendo franchise. We reckon Die Hard Vendetta is the one to watch, though. It's generally believed birds evolved from theropods such as raptors, so yes, they did develop feathers at some stage, but only late in their time on Earth. For most of their existence, raptors didn't have feathers. As for FreeLoader, it will play any GameCube



IMPORT OPPORTUNITIES



I know FreeLoader and Action Replay let you play imports. But is it worth it? Sure, people would like to get their grubby mitts on games earlier than anyone else but for those of us who can wait, what use do we need it for? Unless there are going to be games that are exclusive to Japan or America, like there are for the PS2.

Will there be any exclusives? Not just mediocre games, but ones that us Brits would actually miss if they never made it to these shores? Tom. London

G-Force: Of course there will. There are already some American sports games that are US-only (NBA Street, All-Star Baseball, NCAA College Football), and can you imagine Japan's Derby Owner's Club coming out over here? Japan is famous for quirky, esoteric games that are never released outside their home turf and if you're into American sports, FreeLoader is a must. Besides, Action Replay does far more than just let you play import games - check out this issue's feature for

A CUT ABOVE THE REST (1)...

I totally agree with Simon Brew's letter about cutscenes. They may be a good way of showing the creators' technical know-how and showing the console's graphic abilities but they can be so tedious at times. There is no need for stupidly long cutscenes, especially when you can't skip 'em, I've some questions regarding the CameCube I would like to ask as I get mine in a week...

1) Does the GameCube

If so how loud is it? I like to play games till real late!

2) This monitor for the GameCube, do you need that battery pack to use it in a car?

3) Will Driver 3 be coming to the GameCube? Surely they will see the money in it!

4) Do you think the GameCube will drop in price at Christmas?

Thanks Very Much Guys Keep Cool! Chris Jarvis, ∈-mail

G-Force: And the answers

silent Play with earphones and vou'll be fine 2) Fither that or the adapter to power it through the car's cigarette lighter. 3) Yes, yes, YES! 4) In Japan. they're offering a very generous bundle featuring

this will happen

over here too...



1) The GameCube's almost Super Mario Sunshine. Maybe

TO THE POINT.

Could you recommend any good places to buy import games for the Cube? Matt Hodgkiss

Try your local independent games store. On the Internet www.projectk.co.uk

How about a compo each month for the best Super Smash Bros: Melee snapshots? Just an idea. Steven Murray. Aberdeenshire.

Nice thought but we can't imagine many people sending in their expensive memory cards.

I'm refusing to buy G-Force until a cheaper magazine only version is available. If you offered a non-DVD version for, say, £2-50 you would sell more copies and save money overall.

Subscribe, and get each issue for £2.00.

Are there any cheats for Nicola Carey

Unlock extra cars in the Face-Off modes, and successfully complete the game to unlock the Free Run Mode (no other vehicles on the road). Free Run Twin Mode (twoplayer Free Run) and Credits options.

Why are GameCube games old Dreamcast games or revamped PlayStation titles? The only two games I want are Resident Evil and Resi Zero, then I will sell my GameCube coz it's just a waste of time Anonymous

prequel? Come back down

A CUT ABOVE THE REST (2)...

First off, cool mag, You're franker than most, especially that damned official magazine. You're even more realistic than most independent mags.

Anyway, about cut scenes. I think they're cool. I haven't played Metal Gear Solid 2 but Resident Evil Code: Veronica (Dreamcast) was incredible. You see little glimpses of the bad guys at the start and they're really messed up (think sibling love). You had to find out what they were up to and it was worth it too! They were up to all sorts of crazy stuff! The cut scenes made me want to progress through the game, which is great, because I have the concentration of a fish.

Also, I have heard of these games coming out for the Cube and I was wondering if you could confirm/deny them for me. A Perfect Dark game, Crouching Tiger, Hidden

Dragon and some online Marvel hero game. All these games sound kick-ass.. Bradley McLoughlin. Co. Cork, Ireland.

G-Force: Taking those games in order, there's certainly a Perfect Dark title coming (possibly Perfect Dark Zero) and Crouching Tiger,



an online Marvel effort.

lots to a game, especially

irritating. Not everyone

disagreed with Simon,

Done well, cut scenes can add

when advancing the plot, but

done badly they can be really

BEICHCHEIT

TO THE POINT ...

£2.50 for 11 flimsy pieces of card! Nintendo should stick to its day job.

Ironically, Nintendo's firstever products were

I was wondering if you could expand your import Arena column? Hove hearing about the new releases and US/Japexclusive games Dan Van-Dam

Can do - see next issue for a new, improved import Arena!

Are you gonna give us demo discs with game demos on like you can get on PS2 mags? Anonymous by e-mail

Nintendo's call, not ours.

There's an ad in the mag saying 'Is Your GBA Screen Too Dark? by Portablegamer.co.uk. what exactly does their light consist of? Andy Fredrickson. Milton Keynes

It's a set of small lights that fits inside your CBA it's fantastic, but requires some soldering to fit it.

I seem to think I'm getting too old for videogames now I'm 17 Reader Birmingham

Why?

Why don't developers make their cut scenes interactive instead of just being something you watch? Supward Tonbridge. Kent

Sometimes happens - ever completed Classic Mode in Super Smash Bros: Melee? You get an interactive credits scene where you can shoot at the words as they fly onto the screen

ON A ROLE...

I'm a huge RPG fan. My favourites are Final Fantasy and Golden Sun for the Advance. I have heard the second Golden Sun game is coming out for the Advance and is called The Lost Age. Will the Final Fantasy series come to the Cube? Any similar or at least good RPGs on the way? Ashley Cook, Bolton, lancs

G-Force: The only RPG on the Cube at present is Lost Kingdoms, though Skies of Arcadia and Evolution Worlds have already been

announced. Square is believed to be



Lost Age is on the way. It's already out

WRITE TO G-FORCE...

Got something to say on all things GameCube? Write to us at:

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T-SHIRT OR A

1019-SLOT MEMORY

SWEATY PALMS

I bought a CameCube on launch day and it's THE best console ever. Anyway, the main reason I'm writing to you (apart from trying to bag a prize) is to explain one of the most important reasons why Nintendo should be congratulated.

The GameCube's controllers never slip out of your hands when you sweat. Many a time on other consoles, the controller has literally slipped out of my hands. This is most common with



beat-'em-ups and other intense games. PS2 controllers may have been voted the most comfortable around but after a match of FIFA they might as well be coated with butter. I can't comment on Xbox controllers as they're so large I can't keep my sweaty paws on them for more than two minutes - they're as big as Bill Gates' ego.

Nintendo, though, has really made it easy for gamers. Nice one, guys!

Lee, Bishop Aukland, Co. Durham

G-Force: We agree the GameCube's controllers are less likely to slip but if this is becoming a problem for you, we suggest you put a little talc on your hands before you play.





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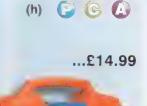
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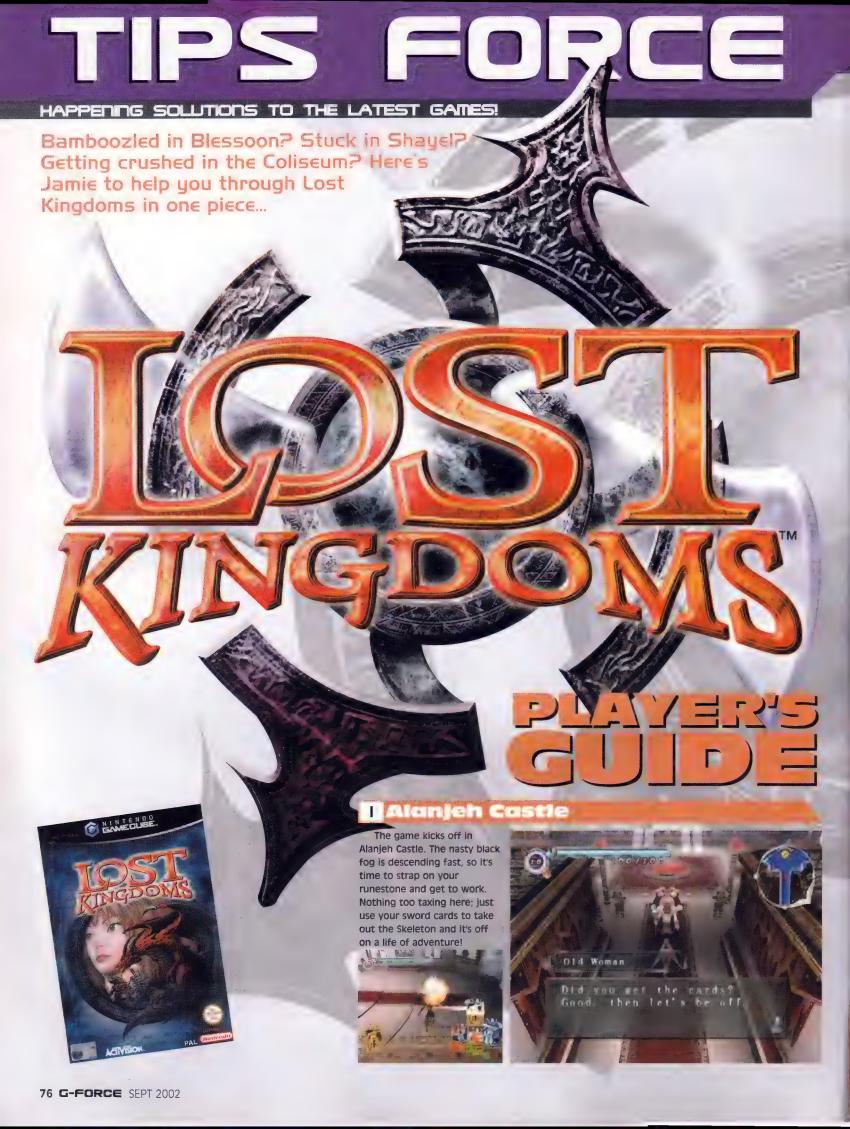
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2 Plains of Rowahl

So you've met Gurd the cranky old tart. Time to train up and take out some Goblins. Follow the path, checking your map for chests along the way (red blips) and fighting the goblins. You should make it to the goblin fort in no time, where you have to face a rather nasty Sand Golem. Use your Sword cards on the Goblins and save your Birdman and Lycanthrope attacks for the Sand Golem itself. Piece of cake.





3





Blessoon can be a right pain if you wander about too much. so straight away head for the vellow dots on your map. There are four of these capstans which you must turn in order to open the main gate. You also come across a fountain wheel here. Just turn it left once then right three times to drain the fountain and gain access to an extra card. Once you've worked through the level and talked to Alex, it's time to face a Fire Golem. Same strategy as the first boss here - use your minor attacks on his minions before taking out the Golem with your big plays.

4 Burial Grounds



if you use up too many cards, so pick your attacks wisely. The layout is very linear and before long you reach four coloured tombstones. Touch the gold tombstone first, then the green, white and orange stones. This opens the gate to the battle with the Necromancer. To defeat him, use your strongest weaponbased attacks, again taking out his minions first. Don't hang around close up to him or he uses his energy attack on you.

This level can be a bit of a pain

5 Shavel Passage

A tough level if you don't have the right cards. Stock up on Lizardmen, Dark Ravens and Lycanthropes for this level. Now work your way through the sewers, sticking to the dry areas near the walls. Smash each tank in turn as you come to them, before taking on a Mind Flayer in the last room. This time it's easiest to just concentrate on the boss with ranged attacks to get the job done. Once he's beaten drop back down to the white switch and press it before heading down the west side to the water gate and exit.



6 The Castle Gray!

A frustrating level if you can't find the hidden switches, with a tricky boss battle at the end. The first hidden statue switch holds a sword, the second holds a spear and the third carries a shield. You also need to find the statue with two axes to clear the path, before triggering the statue with a short sword in the same area to open the path even further on. Plough through the random encounters until you get to the boss – Helena. To defeat her use as many Independent cards as you can, both to harm her and counter her own Independents, before getting up close with Lizardmen and Lycanthropes. Beware of her Lycanthrope





7 Bridge of Sorven

A simple level; make your way to the middle of the bridge before turning the east switch left and the west switch right. Now follow the path around the turret to a switch that lowers the stairs to the other side of the bridge. The random encounter Chimeras can be dangerous if you let them corner you, but are easy to deal with using sword attacks to their flanks. Capture a few if you can – they make powerful allies.



8 The Typrek Mines

After watching the Kendarie Castle cut scene, you find yourself heading for the Yyprek mines. Follow the path around west and down to the waiting soldier. Follow him and fend off the bad guys until you reach the boss. The Puppet Master is simple enough if you can dodge his attacks – if he lifts his arms or

charges up his big attack just run! Use Independents as much as possible before finishing him off with your strongest close up attacks.





9 Brenden Fields

Time for a good old family reunion! Follow the path until you reach the pile of bones. It's boss-whacking time – use your Independent cards to the max before closing in on the Lich with your weapon attacks to finish him off. Heal before moving on to the Zombie Dragon with the same technique, but keep your distance as much as possible this time – his breath attack is lethal! Continue down the passage to meet your father. A short cut scene later and it's time to take on Beelzeabub! This boss is mega tough, so dig those fairies out of your arsenal and use distance attacks as much as possible to get the job done.

TIPS FORCE

O Castle of Wyht

A much easier level after the last titanic struggle. Just find the prince to move on. Talk to the two guards and hit the switches to open up a new area of the castle. Talk to the third guard and hit the third switch to get your hands on the key to the throne room. No boss this time: phew!



The Coliseum is one huge

showdown with Helena. If you don't have any Mind Flayers in your deck, you'd better go get some or vou're in real trouble here. The basic strategy remains as always - use your most powerful Independent cards first before breaking out the close-up attacks. Be very wary of her Petrification attack as it leaves you a sitting duck for all her minions. The key to finishing her off is to pile on the pressure thick and fast before she has a chance to heal herself. With a little luck you should be able to take her down after a few tries.



B Mount Jarradunn

Before you do anything on this level, fill up your deck with water-based cards. An Ice Golem and a Kraken or two are very handy later on. It's a very straightforward trek through this level – just keep an eye on the map and follow the path until you reach the shrine. First up are two Efreets. Use your water-based attacks on them, especially an Ice Golem if you have one kicking around in your deck. After you've finished them off, follow the path to the rocky area to face the mighty Red Dragon. Dodge his flames whilst chipping away at the two Hands of Fire, before unleashing those Krakens when the three are close together. BOOM! Or should I say SPLOSH?



III Crentsell Chibren

Grenfoel Church is just a matter of finding the four coloured candles to open up the route to the Runestone-guarding Vampire boss. When you locate the green candle, check under the nearby chairs for an ultra useful Great Demon card! Use the sheet music found in the upper-west

comer of the Church with the piano to open up the tomb for more goodies. Once you reach the Vampire take out the two great demons before closing in with your Lizardmen and Dragon Knights, or just unleash a few Tiger Mages to get the job done. Too easy:

14 Ruh-Arok Temple

This is a cool penultimate level where you can pick up four of the most powerful cards in the game. Explore the temple until you find a white and a black gem. These give you access to four temples and the boss room. I'm not going to cover the temples as it's far more fun to explore them yourselves. As for the Black Dragon, take out the Steel Skeletons first and keep your distance as he has some very powerful attacks at short range. Whip Worms are a choice attack here, but any long-range attack will work.



IS Brock Block

Head straight at the start of the level, then left at the intersection to collect some extra cards. Now head back the other way. Pass by the chests, then use teleporters until you reach the ledge with two chests. Open these for the Stone of Darkness. Now work your way all the way back until you face two Puppet Masters. Use the Stone of Darkness on the locked door then use the teleporters until you reach the intersection with three teleporters. Go right until you reach four teleporters and then straight on twice before turning right again and facing a further two Puppet Masters. Go back to the previous

intersection and head the other way to fight two Vampires. Then it's back to the intersection again and through the new passageway.

The final showdown.
Thalnos is as tough as hobnail boots and watch out for his Dragon Knights. An enterprising player can use Kraken and Sphinx cards up close to take him out and Water Birds come in handy, as do Steel Skeletons. Also try using Fire Pillars as decoys if you get in trouble.

When Thalnos falls, your hit points and deck are restored, ready for the game's final foe. Keep at long range. Use a Doppelganger if you can

(throw it left), but don't use Independents as they're no use at all. If you get close your foe throws a card that outlines a square on the floor around you. Jump out immediately. When the circles appear around him, he's invulnerable and summoning elementals. Get to the edge of the battlefield to avoid the flames. The best cards to use are God of Destruction, White Tiger, Mind Flayer, Blue Dragon, Red Dragon, Doppelganger, Kraken and Lich. Anything else with a long range is cool.

After the battle, you can save your game and revisit any level you choose.

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It's hot, it's happening and it's here! After meeths of waiting, Gate!'s Action Replay for the GammCube is finally with us! If you checked out our exclusive feature on Page 36, you know Action Replay is a game enhancer which comes in two parts - a 60 and a memory card - that lets you blow your games wide open with cheats such as infinite lives, infinite health and unlimited time for all the latest games. Best of all, you can add more codes and cheats to those already installed, so your Action Replay is sever out of date. It can also play import panes on your UK, American or Japanese GameCube.

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Calls cost 80p a minute at all times. Lines are open 24 hours a day, seven days a week. The competition is open to UK residents only. Lines open on 4th September 2002 and close at midnight on 1st October 2002.

The editor's decision is final and no correspondence will be entered into.



PLAYER'S GUIDE

P/A/R-7-5-7-1/0

Agent Under Fire

It's time to finish the job as Bond takes to the streets once more...

Mission 7 • Streets of Bucharest

Objectives

- Retrieve Q-Locator
- Locate Data Chip
- Deliver Data Chip to R

Gadgets Used

None

Difficulty 3

Follow the arrows on the map and the enemy cars that pull out in front of you. Use the machine gun and rockets to deal with them. After a while you reach the train station where you find the Q-Locator on the far platform. Drive straight across the tracks to collect it, then turn back and follow the arrow again.

Ignore the chopper and jump straight across the bridge as it explodes. You can't get hurt here as it's just a set piece. After this, look for the gates and before you hit them take a sharp left and follow the arrow until you reach the Data Chip. Jump down the steps, into the tight alleyway and keep going until you get the Q-Booster. Equip it and follow the arrow until you see the slope. Hit it at full speed and activate the Q-Booster, which launches you right across the river. You make a spectacular landing but it's



not mission over yet.

After the cut scene Bond jumps into a tank. You don't drive it but you do control its chain gun and main gun. Take out everything you see. Use the main gun to take down the choppers and switch to the chain gun for everything else.

When you're attacked by the two red vans after driving through the alley, just shoot the petrol tanker to take care of them and then get ready to blow two more choppers out of the sky before veering off and smashing through a building.

The final section is viewed

through night vision goggles, which makes the enemies easier to see. At the end of the level you're faced by two tanks under a bridge. Aim your main gun at the train and shoot one of the red fuel containers to take out the bridge and the two tanks. Explosive stuff!

Mission 8 -Fire & Water

Head across the pipes at the start (being careful not to fall off) and go up the ladder. Take out the guy to the right, then go up the ladder and shoot the guard there. As you get to the top of the next ladder, turn left and kill the two guards, then go up the ladder and a cut scene starts. As soon as it finishes, shoot the guard near the computer and run over to the window near to









Bloch, who runs away.

Use your Q-Remote on the computer then the Q-Laser on the door lock. Open the door and walk out, then come straight back in and crouch behind the wall. Wait for the gunfire to stop and the chopper to leave, then run out and deal with the four guards using the Calypso.

Run down the stairs to the left and you see Bloch on the other side of the fence. Run back up onto the platform on the stairs and shoot the guy on the platform above Bloch, then equip the Q-Laser and run down to the gate. Burn the lock away and Bloch runs off.

Now equip the Golden Gun or FSU and collect the armour to the left, then creep along the right wall to get a good shot on the sniper. Kill him and all hell breaks loose. Kill as many quards as you can and avoid the chopper fire, then use the Q-Laser on the vent lock on the right wall. Before going through the vent, run to the control room in the centre and use the Q-Laser to open the box with the sniper rifle. Collect it then head back to the vent. Go through the vent and vou're near the ladder to the platform where you shot the bad guy earlier. Climb up then take out any remaining bad guvs and follow the platform around where you see Bloch disappearing through a door. Follow

Kill the two quards through the door then run down the stairs and take out the quard there. Run to the right behind the pipe and take out the two snipers on the raised platforms with your sniper rifle. Walk to the centre killing any remaining guards as you go then refuel your Q-Jet and use it to reach the platform above. Collect the armour if you need it then head to the control room where you're attacked by a guard and a super guard. Once you've taken care of them hit the green button then walk out and take out the guards. Once the action stops, use the ladder

at the end of the room to reach the now-moving machinery. When the arm is at its lowest point, walk onto it and use the Q-Jet to boost yourself into the next room when the arm gets to its highest point.

Take out the guards in here

by shooting the barrel on the forklift truck, then run out of the door into the open. Take down the sniper on the platform and use the ladder to the far-right. Shoot the guard as you reach the top, then use action to activate the zip-line. There are loads of quards here. so equip the FSU then go on a killing spree. Use your remote to drop the explosive crate and kill some quards at the far end to make things easier. After you've killed everything that moves, use the lift to reach the next level of the tower.

A helicopter attacks, so run out of this area and up the ladder to the next level. Use the Q-Remote on the cranes supporting the snipers then take out any bad guys. Now you can use the Q-Jet or the Q-Claw to negotiate the platforms

Objectives

- Infiltrate control room
- Chase Bloch into pipe room
 Enter control tower

Gadgets Used

- Q-Jet
- Q-Laser
- Q-Remote
- Q-Claw

Difficulty 4

and reach the top of the tower. Either way, when you reach the last platform, climb the ladder and use the Q-Laser on the lock to finish the mission.

Mission 9 - Forbidden Depths

Objectives

Eliminate Nigel Bloch

Gadgets Used

None

Difficulty 5

At the start, take out the guard to the left of the track then prepare to destroy an automatic gun a bit further down. Make sure you get it early or you take some hits. A little further down the track is a guard in one of the cars. Unleash a whole magazine on him to destroy the car. When you go through the glass tunnel that follows, you hear a voice shout 'Intruder'. Aim on two automatic guns in the distance and take them out. Failure to do so results in serious damage.

After this you find yourself in the middle of an ambush at a station. Just let your auto-aim take over and mow down all the dumb guards who dare to get in your way. Once they're dead, shoot the red monitor to continue. After a short while you hear a voice say, 'Just you and me'. Spin around and take out a bad guy who attacks from behind. After killing him, the following section consists of a few

armed guards in cars that need to be taken care of and then you meet Bloch.

You can't kill him yet, but keep shooting at him as this prevents him from shooting at you. When you veer off the track and go into the ventilation shaft, watch out for the automatic gun at the top of the hill and make sure you're ready to take out the rocket launcher-toting guard to the right as you go through the glass tunnel. You get the shotgun from him, but don't bother equipping it yet. As you progress through the tunnel, take out another bloke with a rocket launcher and look out for the automatic gun at the top of the hill.

The next problem you face is an even tougher ambush. Shoot the barrels on the right to take out a few guards, then aim higher to get another with a rocket launcher. Now spin around and face front to take out the rocket launcher in the car blocking your way. You start to move on again.

Take out the automatic guns and guards as you travel, until you meet Bloch once again. Open fire on him and after a while he throws mines onto the track. Shoot them before you run over them to avoid taking damage. When you enter the air vent tunnel make sure you shoot the fans

and the red switches to avoid getting cut to pieces or scalded. Once out of the vent you find yourself in a large circular area, where the boss fight takes place.

Before you can take on Bloch, kill the three guards by the doors on the outside of the track. Once they are taken care of, Bloch appears on the structure above you. Just keep your sights fixed on him and keep pumping him full of lead. After a while a cut scene starts, showing the lava pool below. From this point you start to lose health because of the heat, so you'd better get vour skates on. Kill three more guards that appear on the edge of the track and you find a guided rocket launcher. The idea now is simply to hit the three red structures above Bloch in the roof. Use the rocket launcher for this and Bloch is finished off in no time at all: in typically over-thetop Bond fashion, we might add. <

TIPS FORCE Mission 10 -Poseidon Objectives Objectives Infiltrate Clone Labs Raise lab equipment temperature increase lab systems pressure Disrupt chemical balance in laboratory system Board submarine to escape **Gadgets Used** Q-Laser Q-Remote Q-Decryptor Difficulty 3 the shark in the glass box and a Use your Q-Laser on the lock and enter tough guard appears either side of it. Take them out (headshots the vent. Do the same to get out at the far are best) and then enter either end. Shoot the guard of the doors. there and use the Q-You arrive in an area with Decryptor to get three guards. Take out the one into the room by wearing black first then strafe the crate. Kill the into either room to kill the guys single guard and in white. There's body armour these guards you need to collect the weapons in the room to the left but you three more guards attack and ammo. Now probably don't need it yet. carrying more powerful decrypt the console to the left but it's easier to fire a few enter the other door Activate the lift and you find weapons, so take cover if things get too heated. shots at the cannon and hide in and kill the two yourself in a large lab-type After the battle, head to the the lift. After a while it stops guards before using area. Kill the four guards then shooting, leaving you free to the lift to go down a use the Q-Remote on the green lift on the left and go down a level. Walk towards ringed consoles. After this

level. To activate the gun to kill

finish the rest of the guards







your Q-Remote on the green

circled consoles and the room

shakes. It's now time to escape.

and collect the verification code

switch but don't activate it as it

triggers the auto cannons again.

Head back out and use your Q-

Decryptor on the door and get

straight away. Now head up the

stairs and run to the left where

you need to quickly take out the

guard and sniper. Activate the

green button to lower the sub

ramp then come back to the top

rifle to take out the other sniper

the door in here to find a closet

of the stairs and use the sniper

and guards to the right. Open

with some body armour, then

head back past the room with

the first sniper and down the

the guards are conveniently

stairs. You're attacked as soon as

you get onto the lower level but

placed near barrels. Use them to

their explosive advantage. Once

the battle's over, run onto the

submarine to complete the

mission.

ready to take out the guard

and body armour. You see a

Head into the control room

Mission 11 - Mediterranean Crisis

Objectives

- Go to briefing room for MI6
 Update
- Disarm warhead
- Rescue Chloe Nightshade
- Destroy cloned leaders' helicopter

Gadgets Used

- Q-Laser
- Q-Claw
- **Q-Remote**

Difficulty 5

After talking with Nightshade, collect the shotgun and head up the ladder. Blast the barrels to kill the guard, then enter the door and take out another guard with your shotgun. Head down the stairs and enter the door marked 'Brig'. Kill the guard and collect the ammo. If the end of the last level went wrong, you start in a cell in the brig. To get out use your Q-Laser on the lock and escape through the vent. Now head into the area marked 'Briefing Room' and shoot the barrels in the room to the left to kill the guards. There's some body armour in there too but wait until you've taken out the guards who appear from the door opposite first. The shotgun is the best weapon

Head into the briefing room and chat with 'M'. Afterwards head up the stairs and shoot the guard in white in the back, then take out the two guards that attack from the left. Now use your Q-Laser on the vent lock and crawl through, using it again to get out at the end. Take out the guard here then go outside and use the Q-Claw on the grill to get up to the next section. Go through the door here and take the guard out, then use your Q-Remote to acquire the Harrier program. Now head down the ladder for this room and out into the hangar for a bit of a gunfight. Make use of the barrels here and try and take out the sniper as quickly as possible. Make your way around the Harrier and up the stairs. Cross the gangway and take out the guard in the far room, go outside for some body armour and then come back across the gangway to collect more armour if you need it. Now





head up the two flights of stairs and as you turn left get ready to kill a really hard bloke. Try and go for the headshot but if you miss, use cover for the ensuing firefight.

After the battle, head through the door and shoot the guard in the red room, then duck down behind the consoles as the guards outside open fire. Equip your Q-Remote, then stand up looking outside and you see the green circles on the harrier, so aim and activate the Harrier program you got earlier. This activates the Harrier jets, killing the bad guys with ease. Head out through the door and turn left to blast the guard in the back, then if you picked up the sniper rifle earlier, equip it and shoot the guard on the far balcony. Now use your Q-Claw on the grill above the balcony to pull yourself across.

As soon as you land, get your shotgun out. Finish the guards off and head out through the doors to the stair well. Get the armour at the bottom if you need it then run out and blast the guard on the

stairs and the tough guard in the alcove. Continue up the stairs and shoot another guard and the sniper. At the top of the stairs head onto the bridge where you're attacked by five or six guards, whilst a chopper shoots in from outside. Concentrate on the guards then duck down to avoid the chopper fire. The chopper goes away or you could try shooting the pilot with your sniper rifle.

After the chopper is dealt with, use the Q-Laser on the

lock above the ladder and climb up. Take out the guard at the top then shoot the oil drums near the gun emplacement to deal with that little problem. Use your Q-Laser on the lock again and climb up to find a hostage and two guards. Take care of the guards, use your Q-Remote on the green circles and walk towards the girl. She opens a door and you see Nightshade held captive. Drop down the hole here and don't use the hook and line, even if it looks like fun. Drop down through the gap in the railings and activate the green button, then step out and shoot an oil drum once Nightshade is out of the way.

Now head down the ladder and through the doors to find yourself back outside. Shoot the hard guy close to you, then use your Q-Remote on the green circles to activate a missile that kills the sniper. Now run to the end and up the stairs where you're told the helicopter can't get away. Activate the gun emplacement and use it to blast the chopper out of the sky, then head down the stairs where Chloe picks you up in a Harrier to complete the mission.





TIPS FORCE

Mission 12 - Evil Summit

Objectives

- Infiltrate alpine base
- Rescue eight world leaders
- Escape Silo on Elevator
- Defeat Bloch

Gadgets Used

- Q-Laser
- O-Claw
- . Q-Remote
- M Q-Jet

Difficulty 3



Head through the door up the stairs, pop two caps in the quard's head then use the Qlaser on the box to get the sniper rifle. Now kneel down and get the two snipers on the tower closest to you with the sniper rifle. After this, head outside and run to the base of the tower with the other snipers. Don't hang around, as you get shot. At the bottom, use the lift and go up to kill the two snipers. Use the Q-Remote on the green circles and snipe some of the guys on the lower area, then use the zip-line to get to the next tower. Start sniping again and use the zipline to take you down to the room you first entered. Finish off the guards in this area, then use your Q-Remote to activate the hatch and drop down.

Shoot the guard, head through the door and you see a large computer room with four hostages inside. Run around the outside of the room and use the ladder in the stairwell to climb up to the gangway,



then run back into the room and over to the hanging structure. Use your laser on the central column and it falls killing the guards. Now make your way down to the lower level and use the Q-remote on the green circles to get access to Silo One.

Once through the Silo One door head left and fire a few random shots to make the guards come running. Simply kill them to rescue Hostage Five then head back to the central room and use your Q-Remote to get access to Silo Two. Once in Silo Two, equip your sniper rifle and take out the guards, using the oil drums if you need to. Now go back out and get access to Silo Three. Once there use the Q-Claw to get to the closest platform on the right then use it again to get onto the moving platform. Go up the ladder and kill the guards to rescue another hostage, then Q-Claw back to the door and off to the main room to get access to Silo en a none in the silo just run up the stairs and kill the two guards to rescue the last nostabe

You find yourself trapped in this sillo, so just use the ladder or drop down if you've got plenty of health. Go through the door and up the lift to meet Malprave and the real Bloch. Turns out the last Bloch was a clone. It's now time to finish him once and for all. Equip the SSR and just keep on the move. When he stops snipe a few shots at him (they don't have to be headshots) then move quickly. After a while he lets up to the top level and blows a platform down, Refuel your Q-Jet and use it to reach the platform then walk up to the top of it, turn around and use the Q-Claw

Walk up to the tube and you find yourself in a familiar room. Don't move! Just stay still and equip the rocket launcher that appears in your arsenal. You've now got very little time to Shoot Bloch with it once, which ends the mission and completes the game. Disappointed? We were too. You don't even get to kill Malprave, and that explosion at the end is about as nuclear as a wet Roman candle...

on the grill there.





), hist, us only englating (also Time compositi



E Start them in your game boats, along with the cart. If you haven't get the name, koop it somewhere safe in case you decide to key if one day.



f) Whenever you play the game, you've singury and the cheets bandy

> **ACTION TIPS: SPONSORED BY**



Busting GameCube and GBA games wide open!





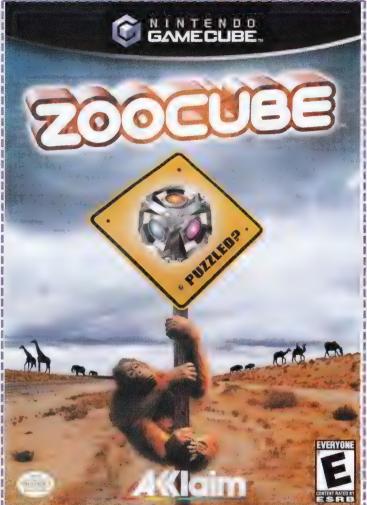


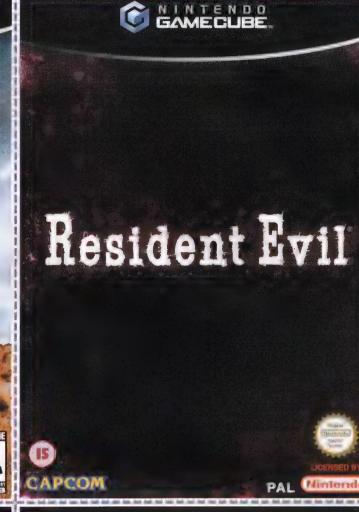
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IN NEW ACTION iplay is non enerini disat system lets you hack any CC game using the special codes, offered on CO, on Outer's secretal above to Action Tips cares along with Spoker I (bus)

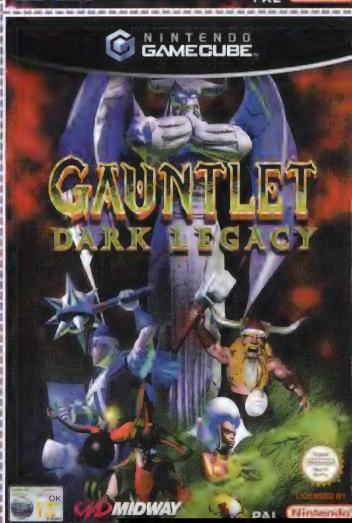














Resident Evil

Alternate Costumes

Complete the game on any difficulty to gain the Special Key to open the costume room. Here you can change into new clothes after completing the game the required

Jill's Sarah Connor Costume

Complete the game once with Jill on any difficulty.

Costume Complete the game twice with Jill on any difficulty.

Chris' The Mexican Costume

Complete the game once with Chris on any difficulty. Rebecca also changes her costume when Chris wears this.

Chris' CODE Veronica Costume Complete the game twice with Chris



To unlock this mode beat Real Survival Mode once.

Message from Director and Unused Costumes

Beat Invisible Mode in 5:00:00 to see a message from the director and a slide show of unused costume designs

One Dangerous Zombie Mode

Complete the game as both Chris and Jill once to unlock the One Dangerous Zombie option. A special zombie follows you around. Shooting this zombie ends the game.

To get the Rocket Launcher, beat the game in under three hours on Normal or Hard Mode.

Beat the game on Normal difficulty in under five hours with Chris or Jill to access the Samurai Edge during the next game.



ZooCube

Unlock Gold Difficulty and Gulf of Mexico

Unlock Platinum Mode and the Gold Mode Version of Gulf of

First unlock Gold Mode. Complete all stages up to Pacific Ocean. Once you beat Pacific Ocean you're taken back to the game menu screen Platinum Mode. You can then also play

Unlock Warp Speed Option

The speed settings gradually for you as you progress, but the ultimate Warp Speed setting is unlocked when you complete every stage up through the Pacific Ocean in Platinum M



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EASY MONEY There's a simple way to make money early on in the game. Go to Blessoon as soon as you can, then catch the rats and sell them to the apothecary. You get about 40 gold for each

Gauntlet Dark Legacy

CHARACYER CODES

Wizard as... Alien: SKY100 Evil: GARM99 tich- CARMOO Pharoah: DES700 Sumner: SUM224

Wearing Rat Hat: RAT333

Valkyrie as... Cheerleader: CEL721

Death, TWN300 School Girl: AYA555

In Slack Outfit: DARTHO Nina TAK118 Quarterback: RIZ721 In Street Crothes: ARV984 In Street Crothes and Cap: DIB626 Wartress KAO292

Stick Figure with a Cap: KJH105 Stick Figure with Mohawk: PNK6 Stick Figure with Smile: STX222





James Bond 007 in Agent Under Fire

Plutinum and Cold Sewers

collecting the 007 icons

Level 1: Trouble in Paradis

Gold - 50,000: Golden Gun Platinum - 50,000: MP Map

Gold - 50,000: Golden CH-6

Platinum - 50,000 MP Game Mode

Level 3: Dangerous Pursuit Gold - 70,000; Unlimited Missiles

Platinum - 70,000: MP Model Stealth Bond

Level 4: Bad Diplomacy

Gold - 70,000: Golden Accuracy Platinum - 70,000: MP Power-up -

Level 5: Cold Reception

Gold - 90,000: Golden Clip Platinum - 90,000: MP Model - Guard

Level 6: Night Of The Jackal

Gold - 90,000: Gold Grenades Platinum - 90,000. MP Weapon



Level 7. Streets Of Bucharest

- - 'II III WP Wode - Alpine Guard

Level 8: Fire & Water

old - 100 000. Rapid Fire Platinum - 100 000: MP Weapon - Calypso

Level 9: Forbidden Depths

Gold - 110,000: Golden Armour Platinum - 110,000: MP Modifier

Level 10: Poseidon

Gold - 120,000: Golden Bullets Platinum - 120,000: MP Model - Cyclops Oil

Level 11: Mediterranean Crisis

Gold - 130,000: Regenerative Armour Platinum - 130,000: MP Model - Poseidon Guard

Level 12: Evil Summit

Gold - 130,000 Unlimited Ammo Platinum - 130 000: MP Model - Carrier Guard

See the Bond Moves Video

Get at least a Bronze Medal in every mission to see the secret video.



SUPER SMASH

ARRANGE YOUR TROPHIES There's a cool way of arranging your trophy display on the Trophy Collection screen. **Holding certain buttons** when selecting the Collection screen displays them in different ways:

ROWS

R: Circle Y: Triangle.



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PIHMIN

FIREWORK DISPLAY Pressing + on the **D-pad summons** four Pikmin to carry you back to base camp and also gives you a firework display!

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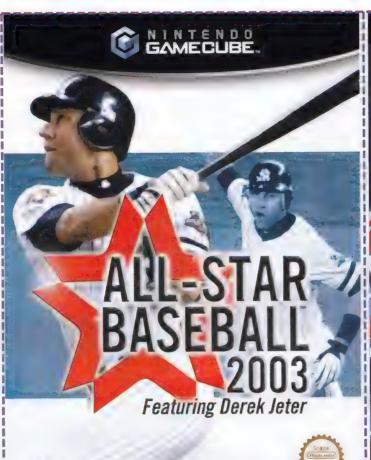
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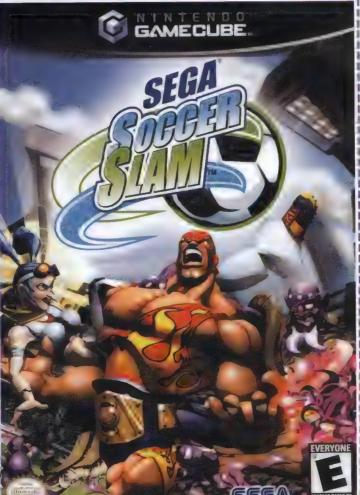


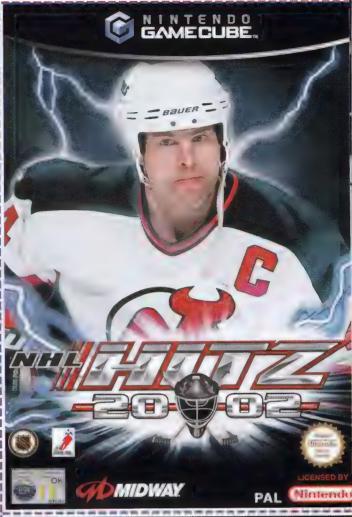
STAR WARS ROGUE

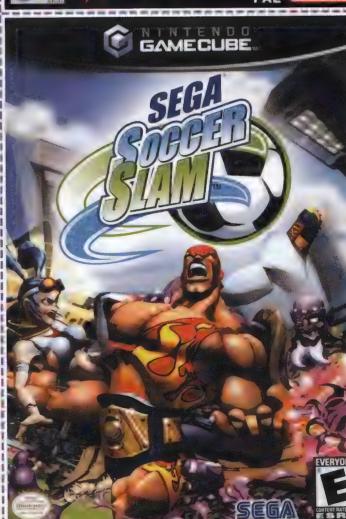
HERDING THE WOMP RATS Having trouble blasting 60 womp rats in 30 seconds? It's easy if you know how. When flying low over the valley, the womp rats run away from you. Use this to your advantage by circling the herd a few times before starting the mission. This way, they're all bunched up in the middle when you start firing.













NHL Hitz 20-02

Start a game on All-Star difficulty. In the middle of the game, switch it back to Rookie The opposing team switch to Rookie difficulty but you still get credits for playing on All-

The NHL Hitz Icon codes

Press B-Y-X to change the (cons in the first, second and third boxes respectively at the match-up screen. The numbers in the following list indicate the number of times each button is pressed. After the icons have changed, press the analogue stick in the indicated direction to enable the code. For example to enter 1-2-3 left, press B, Y twice, X three times, then Left.

2-0-0 Right: Big Head Player

3-0-0 Right: Huge Head Player 2-2-0 Left: Big Head Team

3-3-0 Left: Huge Head Team

2-3-4 Down: Big Hitz

3-2-1 Down: Late Hitz 1-0-4 Right: Hitz Time

1-0-1 lin: Show shot speed

All-Star Baseball 2003

Press L at the Controller Selection Screen to activate cheats you've bought.

Dodge the Question

In the trivia quiz, when a question is presented, press B once and the game asks you if you want to guit. Press B again to continue the game. Now press A, and it moves you on to the next question

Hidden Commentary

While looking at the credits, press A to hear commentary about the developer currently on



2-1-0 Right: No Crowd 4-2-3 Right: Pinball Boards



4-2-4 Down: No Fake Shots 1-1-1 Down: No Puck Out

2-1-3 Left: No One-Timers

3-2-1 Up: Huge puck 2-1-2 Left: Bulldozer puck

1-3-2 Down: Tennis Ball

1-3-3 Left: Hockey Ball

1-2-1 Left: Snow Mode

0-1-2 Right: Domino Effect 0-0-2 Up: Turbo Boost

goals

4-1-3 Right: Unlimited turbo

2-0-2 Left: Win fights for

2-2-2 Down: Skills versus 3-2-3 Left: First to 7 wins

3-3-3 Right: More time

to enter codes Down: Disable previous

code

1-2-1 Up: Big puck

Sega Soccer Slam

Enter ← X + X + at the title screen

All Rico's Items

Enter ←, X, →, X, → at the title screen

All Rumiko's Items Enter + Y + Y + at the title screen.

All Zaris Items

ALL Items

To unlock all items for every player, enter + X. + at the title screen.

Untock Alpen Custle At the title screen, enter †, †, ‡, ‡, X, X

Uniock Alpen Castle Beat Quest Mode with Team SubZero.

Uniock Jungle Arena At the title screen, enter † , ‡ ,

Unlock Jungle Canopy Beat Quest mode with Team El Fuego.

Unlock Pacific Atoli At the title screen, enter . . .

Unlock Pacific Atol Beat the Quest Mode usi

the Tsunami team.

At the title screen, enter

+ . ← , ← , × , X, Y Unlock Reactor Core Complete Quest Mode wit

Unlock Riviera Ruins

Tribal Oasis Stadium UnlockAt the trile screen, enter \uparrow , \uparrow , \downarrow , \downarrow , X, X

Beat Quest Mode with Team Spirit.



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SUPER SMASH BROS: MELEE

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STAR FOX SPECIALS When playing as Fox McCloud on the Great Fox and Venom stages, there's a cool move vou can pull off. If you press +, +, +, → on the D-pad, Fox calls his mates Faico, Peppy and Slippy. They either give you a nugget of advice or swoop and attack your foe. You can only do this once per battle.



SIMPSONS:

FASY MONEY Start in Evergreen Terrace. Drive forward to the bus stop and pick up the passenger. He wants to go to the Kwik-E-Mart. Drop him off and pick up the passenger outside the Kwik-E-Mart. He wants to go to Smither's apartment. Drop him off and race down the opposite alley to pick up the passenger at the end. He also wants to go to Smither's apartment. The passenger is always Martin, the Sea Captain or Barney. Turn around and race down the alley to drop him off. Race back up the alley again to pick up the next passenger, who always wants to go to Smither's apartment. Keep doing this to build your bank balance.

At the title screen, press R. L. . . Y. Y.

At the title screen, press L, R, +, +, X, Y

Citizen Kane Mode

Enter X Y, X Y X, Y, \leftrightarrow , \leftrightarrow , \leftrightarrow , \leftrightarrow , and \rightarrow at the true screen.

Sega Soccer Slam

Classic Film Mode

At the title screen press L, R, +, +, X, Y to activate Hard Hit Mode. Obtained by purchasing



Press I R - Y Y at the title screen

dern Film Mods

All Angus' Items
Enter ◆, X, ◆, X, ↑ at the title screen.

Enter + Y + Y + at the title screen.

All Boomers Items

Enter +, Y, +, X, + at the title screen

All Dante's Items

er . X, . Y, . at the title screen

All Djimon's Items
Enter +, Y, +, Y, + at the title screen.

All Duke's Items
Enter ←, Y, ↑, X, → at the title screen

Enter ←, X, →, X, ↓ at the title screen.

Enter . Y. . X. . at the title screen

All Kahuna's Items

All Kalmani's Items

←, X, ♣, X, ♣ at the title screen

All Kirl's Items + at the title screen

→, X, ←, Y,

→ at the title screen.



NONSENSE

> Welcome to the stuff and nonsense section, Rated's regular look at Gadgets, Games, Hardware, Mobiles, and more...

eing a snowboarder stuck in the UK is as B eing a snowboarder stuck in the UK is as pointless as being blind at a Britney Spears concert. That was until skateboard bods Phat Track came up the Trans-Speeder. Essentia , a swatecoard that behaves and carves exact. I ke a showcoard this crazi-looking contraption has ten wheels instead of your usual four. It has a fully gr.p-tapec mape double-kick deck with PU wheels and performance bearings attached to concave trucks. The ten wheels allow the rider to lean right over on the toe edge and then onto the heel edge so that you'll think you're kissing the snow on the piste. Only problem is, you'll probably end up spending all the cash you save on flights and lift passes on hospital fees after breaking your neck down the high street.

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PHAT TRAK

NS-SPEEDER



the handlebars. Your progress in the game is also determined by the

available, a Tetris-style puzzler,

Solitaire, Space Tripper and Orbit.

Look out for the machines in gym

across the country - although we

sense it might take a little more than Tetris to make most lard-arses

start wearing sweatbands.

amount of effort you put into your workout. There are four games

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S What was if that made a wheelie bin with a silly voice just sone scary? www.hoysstuff.co.uk

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Sengland's Spain '82 squad in all their mulleted glory. www.firebox.com

SEPT 2002 G-FORCE 91



LOCK UP YOUR DAUGHTERS, THE AMERICAN ARMED FORCES ARE COMING...

YYINFO

DIRECTED BY: RIDLEY SCOTT
DISTRIBUTED BY: .COLUMBIA TRISTAR HOME VIDEO
RUNNING TIME: .180 MINS
RELEASE DATE: .THEATRICAL CUT AUGUST 6TH
RRP: .£24:99 (DVD) £16:99 (VHS)

EXTRAS:

• THEATRICAL TRAILER(S) • FEATURETTI

• ON THE SET FEATURETTE • PRODUCTION NOTES

Ridley Scott's Black Hawk Down conveys the raw, chaotic urgency of ground-force battle in a worst-case scenario. With exacting detail, the film re-creates the American siege of the Somali city of Mogadishu in October 1993, when a 45-minute mission turned into a 16-hour ordeal of bloody urban warfare. Helicopter-borne U.S. Rangers were assigned to capture key lieutenants of Somali warlord Muhammad Farrah Aidid, but when two Black Hawk choppers were felled by rocket-propelled grenades, the U.S. soldiers were



forced to fend for themselves in the battle-torn streets of Mogadishu, attacked from all sides by armed Aidid supporters. Based on author Mark Bowden's bestselling account of the battle, Scott's riveting, action-packed film follows a sharp ensemble cast in some of the most authentic battle sequences ever filmed. The loss of 18 soldiers turned American opinion against further involvement in Somalia, but Black Hawk Down makes it clear that the men involved were undeniably heroic. A decent film on a superb DVD.

IM FACI

Black Hawk Down star Josh
Hartnett was offered the role of
Michael Fitzgerald in the short-lived
American television version of the
UK crime series Cracker.

SUM UP

Unashamedly macho and a pleasure to watch, for fans of gun battles galore.



USE OVO REGION X TO WATCH U.S. REGION ONE MOVIES ON YOUR PS2: WWW.CODEJUNKIES.COM

PEARL HARBOR DIRECTOR'S CUT:

ONE OF THE BEST DVD PACKAGES OF THE YEAR. HONESTLY!

STARRING

BEN AFFLECK, JOSH HARTNETT AND KATE BECKINSALE



CERT: EXTRAS:

OVER 12 HOURS WORTH, INCLUDING THREE AUDIO COMMENTARIES, MAKING OF FEATURES, TWO HISTORY CHANNEL DOCUMENTARIES, MULTI ANGLE BREAKDOWN OF ACTION SEQUENCES, 24 PAGE BOOKLET



t's okay, you've found him. The one journalist who actually quite enjoyed Michael Bay's overblown, corny yet solidly entertaining retelling of the Pearl

Harbor story. And credit to Buena Vista, for even those who can't stand the film should find something of merit in this extraordinary box set. Highlights include Ben Affleck's open contribution to a commentary track and some excellent behind the scenes footage, from the actors at Boot Camp through to the film makers discussing and then shooting some of the key sequences in the movie. Complete with fiddly but rather substantial packaging, it's genuinely hard to find anything they missed out (assuming they weren't going



to let the critics record a commentary track). Don't get too excited about the director's cut though – it only adds a minute or two of inconsequential footage.

SUM UP

Love or hate the film, this new special edition DVD set is simply great.



THE MOTHMAN PROPHECIES

NEO NEO

DIRECTED BY: ...MARK PELLINGTON
DISTRIBUTED BY: ...COLUMBIA TRISTAR HE
RUNNING TIME: ...119 MINUTES
RELEASE DATE: ...OUT NOW
RRP: ...\$29.99

.PG-13

CERT: EXTRAS:

- MUSIC VIDEO, THEATRICAL TRAILER
- PRODUCTION NOTES

HEY, IT'S NOT BAD FOR A RICHARD GERE FILM!

Y et another film that goes to rental in the UK whilst being available to import for around £15 from the States, Mothman Prophecies finds Richard Gere mourning the death of his wife when, without giving the game away, he soon finds himself drawn to a small town where people are seeing odd things. Apparently based on a true story, it's an up-and-down thriller, at times really quite creepy, the rest just a staid showcase for Gere. Coming from the director of the excellent Arlington Road, it's not up to his previous standards and sadly that's reflected by the quite limited disc. Given the supposedly true background of the film, it's crying out for a documentary or good commentary. Heck, given the sparse selection of extras, it might even be worth just renting the thing.



STARRING:

RICHARD GERE, LAURA LINNEY AND WILL PATTON



SUM UP

At times, an effective thriller with some quality moments, but the DVD is a let down.



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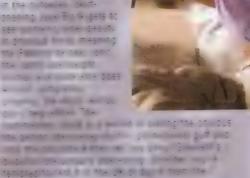
IF YOU WANT PROOF THAT AMERICAN COMEDIES ARE GETTING WORSE...

GWYNETH PALTROW, JACK BLACK



KEEL IIII

he Farrelly Brothers' career, it seems, has reached a critical point. After making three strong comedies on the trot -Dumb and Dumber. Kingpin and There's Sameaning About Mary - the, lesince been responsible for the awful Me. Myse ' i 'ere and this similar ited bus afform A or a mora as suche as a sergerative mitte mittele i it me ones og La villa og gere to see jirann na jaajt. 10.2 -------- -----The state of the s I may also the



SUM UP An unfunny comedy, an underwhelming disc and an unimpressive waste of time.



AT BLOODY LAST. ONE OF THE MOST UNDER APPRECIATED COMEDIES OF THE LAST 20 YEARS GETS A NEW CHANCE TO SHINE ...

S andwiched between *Airplane* and *Naked Gun*, the infamous Zucker-Abrahams-Zucker team turned their hand to this war-based, Elvis-inspired comedy, as American singer Nick Rivers (Kilmer) is pitted against the might of East Germany. With fresh gags to be

unearthed from each viewing, *Top Secret* easily stands alongside *Airplane* as the ZAZ team's finest

hour, and fortunately the long-overdue DVD release has been blessed with another of their infamous and highly entertaining commentary tracks, easily one of the best of the year. The deleted scenes are fun too, and the low retail price - which will be reflected in the UK release at the end of the year - really should make this disc irresistible. If you've even the mildest inkling of a sense of humour then you owe it to yourself to buy a copy.

States Shall Hallas as mo coor mand comed



OMAR SHARIF, VAL KILMER AND LUCY GUTTERIDGE





SUM UP

An excellent, gut-bustingly funny comedy with a classic DVD commentary track.



DAVID ZUCKER, JERRY ZUCKER, DIRECTED BY: JIM ABRAHAMSPARAMOUNT TISTABLITED BY: FL' NO TIME: WON TUO..... RE FASE DATE\$24.99

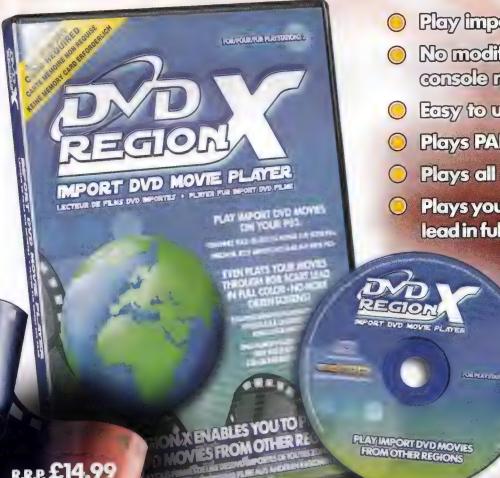
TRACK WITH THE DIRECTORS AND CEPS DELETED SCENES, TRAILER.

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* Some older TV sets may not support this feature.

** Existing users can upgrade their product at www.dvdregionx.com

Home Entertainment **Editor's Choice** Rating: 女女女女女

WHAT THE PRESS SAY..

"A fantastically easy way of playing DVD titles from anywhere in the world on your PS2...a great PS2 add-on." Home Entertainment World 5/5 Editor's Choice

"Brilliant. It's not often that we froth at the mouth about anything on these pages but this is top."

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"Your Play Station 2 DVD region lockout problems have now been solved...a boon for Japanese anime fans."

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NEXT MONTH

MORE RIP-ROARING GAMECUBE ACTION NEHT ISSUE.

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Reign of Fire

London's burning and it's up to you to slay the dragon and quench the flames. Or maybe you'd prefer to BE the dragon! Either way, we bring you a full review...



Galleon: Islands of Mystery

The brains behind the Tomb Raider series is back, with an ambitious new GameCube title. We set sail with Calleon: Islands of Mystery.



Crash Bandicoot: The Wrath of Cortex

He wowed on the Game Boy Advance but is there room for him on the Cube? We take a look...



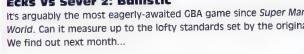
Timesplitters 2

The PlayStation posse is raving about it but will it blast a hole in the Cube? We take on the timesplitters next issue!



Ecks Vs Sever 2: Ballistic

It's arguably the most eagerly-awaited GBA game since Super Mario World. Can it measure up to the lofty standards set by the original?





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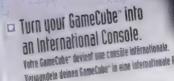


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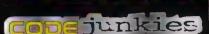
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Tomorrow's games on today's handheld...





LONDON'S BURN

Reign of Fire blazes a trail onto the handheld...



their victory. The battle continues.

Reign of Fire lets you play as the humans or the dragons and offers 20 levels per species. It's far more arcadey than the screenshots imply, playing more like Cannon Fodder than Command & Conquer. The missions all have set objectives, like taking out a group of dragons or harvesting a quantity of crops.





CRIM SIM RETURNS FOR ONE LAST JOB

Driver 2 in development...

Driver 2 is coming to the Advance, courtesy of Infogrames. Unlike the GBC adaptation of the original Driver, this version is in 3D, using a raytracing engine similar to that used in the GBA's first-person shooters. In Driver 2 you play Tanner, an undercover cop and exracing driver. As well as the expected single-player

missions, you get to try out some serious multiplayer marvels such as Capture the Flag, Survival, Checkpoint and more.

We've had a go on an early version and it's coming on well - the city locations are massive and the missions varied and exciting. A little work needs to be done on its frame rate but that should

be cleared up in time for its release later this month. Expect a review next issue.







PREHISTORIC PERILS..

A Sound of Thunder shakes the GBA

In the near future, timetravel has been invented and travel companies are quick



to offer once-in-a-lifetime vacations to the rich. Time-Safari Inc offers the opportunity to go back to the Jurassic period and hunt for dinosaurs. There are three rules you must obey if you want to participate: don't change anything in the past, don't leave anything behind and don't bring anything back. Unfortunately someone screwed up...

A sequence of time ripples begins to mutate Chicago and a new evolutionary timeline is born, bringing with it a whole menagerie of mutated and horrifying creatures that could have been. You play Travis Rver. the man who must solve the mystery and sort out the mess that just might mean the end of human existence. Time is definitely not on your side.

A Sound of Thunder is an innovative, edge of your seat, 3D action adventure, in a world that you won't recognise as your own. Expect this one later this



Doom II is coming to the GBA...

On the PC a decade or so ago, Doom II was basically the first game with new levels and a sawn-off shotgun as an additional weapon. Judging by these screenshots, the forthcoming GBA version of Doom II will also follow this line. Torus Games, the Australian

coders who also produced Jackie Chan Adventures and the forthcoming Duke Nukem Advance, are

developing the game, which is due in time for Christmas. It features a more powerful raycasting engine than the original Doom but will that be enough to fight off the also-imminent Ecks Vs Sever 2: Ballistic? Only time will





Fight the Good Fight!

Five cupies of Ring of Fighton, ET ModRood, 100 FBA To-Action Reptay for Game Boy Advance mod to word

King of Fighters EX NeoBlood is one of the hottest beat-'em-ups on the Advance. Scoring a cool 88% last issue, the game impressed with its depth, presentation and sheer playability. To celebrate its release, we've been given five copies to give away but that's not all. Each and every winner will also get a **4-Gamers Game Boy** Advance travel pack containing a link cable, an AC adapter, a magnifying light and a carry case

There's still more! The first entry picked by our computers will also get an Action Replay for the Advance, the hottest game enhancer ever to appear on a handheld. With it, you can bust wide open any Game Boy Advance game, giving vourself infinite lives, infinite health, access to all levels and more, it's a real bumper give-away.. To stand a chance of winning one of these ace prizes, just answer this simple question:



Who produces the King of Fighters games? A: MicroSoft B: Kellogg's C: SNK

When you think you know the answer, call our Competition Hotline on:





09054 7/1/1/1/5/5

You will be asked for your name, address and telephone number as well as your answer. The call will be recorded and used to send out your prize should you win. So speak clearly. If you grunt and moan like you've just been punched in the mouth, we can't send you a prize...

Calls cost 60p a minute at all times. Lines are open 24 hours a day, seven days a week. The competition is open to UK residents only. Lines open on Ath September 2002 and close at midnight on 1st October 2002. The editor's decision is final and no correspondence will be entered into

NEWS GEX 3





What's an MP3?

MP3 stands for 'MPEG Layer 3 Audio'. It's a method of digitally encoding sound so it takes up less space. It's become very popular recently, due in part to the availability of songs on the internet. The sound quality of MP3s is excellent. More and more artists are recognising its potential.

What equipment do you need to use Advanced Music Player?

All you need is a GBA! AMP comes complete with headphones (or you can use your own if you prefer) and the actual cartridge is tiny -It's the same size as a GBA game cartridge. It comes with its own internal memory, so there's no need to buy expensive memory sticks either.

The best way of transferring new songs into AMP is via a PC with the USB cable that we've provided. If you haven't got'a PC, you can still swap songs with your friends via a standard GBA link cable.

What's the sound quality like?

AMP produces excellent sound quality through the GBA's speaker; it's like listening to a radio. Alternatively you can plug in the headphones that come with it, which make the sound become even clearer. Everyone who's heard AMP so far has been amazed!

How many songs can you fit onto the cartridge?

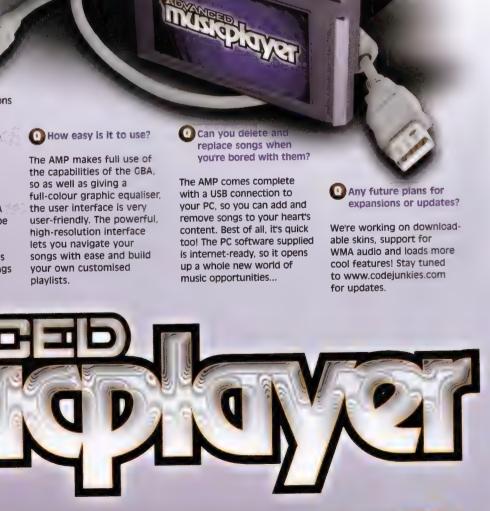
We're expecting to be able to fit at least an hour of solid music onto the cartridge.

Where can you get the songs from?

There's plenty of free software around to turn your own music CDs into MP3 files, ready to transfer onto AMP. There are also literally millions of songs that can be downloaded for free from the internet, from sites like www.mp3junkies.com.

What's this about swapping songs?

Well, using a standard GBA link cable, two AMPs can be connected together and songs can be transferred between them. This means you can get the latest songs from your mates!



FOR GAMEBOYS ADVANCE AND GAMEBOYS COLOR





Double-jumping is essential to get away from enemies, but look out above when you do it.



t could be said that these days, us gamers are getting soft. We take for granted our continues and bonus lives, easy starting levels and friendly platformers and we expect to be able to complete the games we play. Well, it never used to be like this. Games didn't just challenge the player, they spat in his face, beat up his sister, slept with his mum and threw down a whole suit of armour, gauntlets and all. To complete a game required a Herculean effort and if that game was Super Ghouls 'n Ghosts - well, you must have cheated (that's what I say, anyway). Yes, Super Ghouls 'n Ghosts is difficult and that's 'difficult'

=: ()

Another arcade classic arrives but can Oli hack it?

as in very, very difficult. Yet it's still a classic - it was great on the SNES and has been improved for the GBA It's a simple actionplatformer, of the runjump-shoot variety but it's kept its old-school charm and the imaginative level design is still appreciable today.

Avast Ye, Foul Game!

Naturally it's superfrustrating and if you're one of those gamers who can't stand reloading constantly, don't even bother. The fact that you can't change your direction (even slightly) mid-jump is extra annoying and the somewhat-dodgy collision detection doesn't help matters either. Those who've never played Ghouls 'n Ghosts before may well



New to the GBA version is Arrange Hode, a kind of resid of the game that lets you take

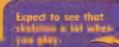
different poins to the end level, including some with levels from Chosts 'n Gobiles and the original Choels 'n Ghosts.

hurl it away in disgust and that would be quite understandable. So we're left with masochists and wistful nostalgia-seeking old-timers but don't give up on this game yet because

of satisfaction you can get from this game is huge They've now added the ability to save at any time so some old-timers would say it's no challenge at all anymore but if you've been complaining about how easy games are these days or that games aren't what

the sense

they used to be get this its stood the test of time, and could be just what you need. Oliver Lan











Uppers

- + Classic gameplay.

Downers

- Extraordinarily difficult.
- Living and sounds rather discod.
- Did I mention it's quite difficult?

The second second second second A Marian Control of the Control of t





Remember, the ball should always be your first priority. Getting too distracted by pick-ups gives the opposition a quick advantage.

REVIEWS



The growtest future sports game of all time makes it to the

ver ten years after it first appeared on the Amiga, a virtually perfect port of Speedball 2 makes it to the Advance. The fact that it's unchanged and still the greatest future sports game of all time says a lot about the quality of the game itse and maybe a little about the quality of the competition. Probably both.

A fast-naced sport played by

A fast-paced sport played by teams of heavily armoured, aggressive players, Speedball games take place in an arena laden with goodies to make

things more interesting. At its heart, the idea is to throw the ball into the opposition goal, which earns you a basic ten points. However, consider this lot. In the middle of the Table and your word 1500 of 1500 No. of 15 walls can be lit by throwing the ball against them for two points apiece, with a further ten-point bonus if you light the lot. Suffice

Now that's

what we like

star to cancel it out. your total. Heck, you even pick up points by mortally wounding an opponent (which is quite hard to do), or whacking the ball against one of the two pods based if the arena

Yet what always raises Speedball 2 even higher is the added depth. The ultimate aim is to take the toom 'Priss'
Deluxe' from the achieve by beefing up your players, investing in trades and mas-

smack the ball against that pod thing and you're two points up! tering tactics. For whilst the game looks like a simple violent sports sim at first - which it is it's actually one sophisticated yet indlessly enjoyable games of all time.

29

Ultimately, game-play lies at the heart of Speedball 2's brilliance and this has been converted with consummate ease to the Advance. OK, the camera may not allow you to see enough of the arena at times but that's soon forgotten when

you get the link cables out

and go for a multiplayer game. You then discover why the game is, to this day, rated as one of the best multiplayer titles of all time. So arise, Sir Speedball 2. We loved you then, we love you now.



T god to the end of the com-





Uppers

- Highly addictive
- One of the best multiplayer games ever

Downers

Sometimes you don't see anough of the areas

Summery

The president fathers speeds







ero is another relicfrom the 16-bit era. This old SNES and Mega Drive title has been dusted off for the GBA treatment, despite being one of the more obscure titles from back then. Let's forget the cheesy plot about

AERO THE ACROS

It's another port but is it a good one? Tim Wright falls off the high wire and breaks his neck before finding out...

a circus acrobat (who just happens to be a bat) battling the evil forces of yawn-blahwaffle to save his circus and sundry other people caught in the middle and have a butchers at how it plays. It's stock platform fare for the most part - running, jumping, dive-bombing enemies and perforating your arse on spikes every five minutes. A few nice twists like jumping through rings, balancing on tightropes and other circus larks add some variety but Aero is really a platfomer-by numbers, just like a million

other console titles from the early '90s. Still, it looks good, has some nice music and the ludicrous difficulty level of the original has been toned

down. It's just a big of slice of 'seen it all before'.
Tim Wright

personal act, versessey



Por week part ? Energy Court Court







- · Cool graphics and man
- Tight controls

Denners

terrigent are sentent blimblid i





NO 11 MINES



efreshingly, Lilo & Stitch is a departure from all the usual cutesy chuff you'd expect. You spend much of your time blowing the crap out of anything that moves (and a lot of stuff that doesn't!) across several very frantic shooty levels. The





Use pineapple bombs rather than gunfire on the crane cabin early on. It's a lot more efficient and you take much less damage!



Oh, look! A movie tie-in. Tim Wright cracks his knuckles and prepares to slag...

DIZNEY'S LICO

closest comparison is the classic Metal Slug, with occasional side trips into Flashback and Gyruss. You run from left to right, spraying laser mayhem every which way, as enemies fling themselves at you from all directions. Lots of scenery, obstacles and contraptions driven by the enemy blow up in the process. It's all very chaotic and rather good fun. When you're tired of the platforming elements, there

are some puzzle sections and a 3D space section to keep things interesting. The hand-drawn backdrops are very detailed and don't endlessly repeat, the controls

are fine and there are four short movie clips to unlock, which are of surprisingly good quality as well. Shock. It's a fine little shooter and a welcome change of tack from the Mouse House. Tim Wright

so cute! Gun-wielding 8 X 8 psycho koula

Mass destruction has never been



- Excellent graphics and control
- Addictive blasty action
- . Quite unlike the usual Disney fooder

Downers

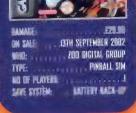
- trong trough in speti.
- May be short-listed

The state of the s





Yet another pinball game? Oli feels he's spoilt for choice.



he GBA is rapidly becoming the platform of choice for pinball games, helped in no small way by the release of Pinball Challenge Deluxe with its superlative oldschool gameplay. With only three tables to Pinball Challenge Deluxe's eight it seems Pinball Advance has its work cut out but its definitely the more modern



and excellent sound effects

Tabletop Tremors

Let's face it cincal ship about pushing outtons its a

Pinball Advance features the Tarantain, Juilbresk and Daredevil tables, all fully rendered in shiny 3D and each with their own exclusive single and multiball game modes. The Tarantula table allows budding pinball wizards to venture into the spider's lair and fight their way onto the scoreboard, overcoming the terror of the table. In Jailbreak, players must prove their innocence to the judge or escape past the prison

guards. Finally, The Daredevil lets you take your chances with the Wheel of Death and The Loop of Fire





insceral expenence where eveny sound, eveny rebou Sometimes this is at the cost of playability especia . at the top of the table where perspective makes it hard to see but the result is a game that feels more like real pinball than any other. A shame, then, that there aren't more tables, particularly as the ones you get aren't perfect. On Daredevil it can be hard to work out what's going on, whereas Jailbreak is a little dull. Pinball Challenge Deluxe still has the edge on playability and variety, but if it's a more realistic pinball experience you're after, this is your game. Oliver Lan











Uppers

- Ball physics spot-on
- Dutstanding sound offices
- + Captures the pinball experience.

Downers

- Could do with more White.
- Cutributed by Finball Challenge Deban.

Summary





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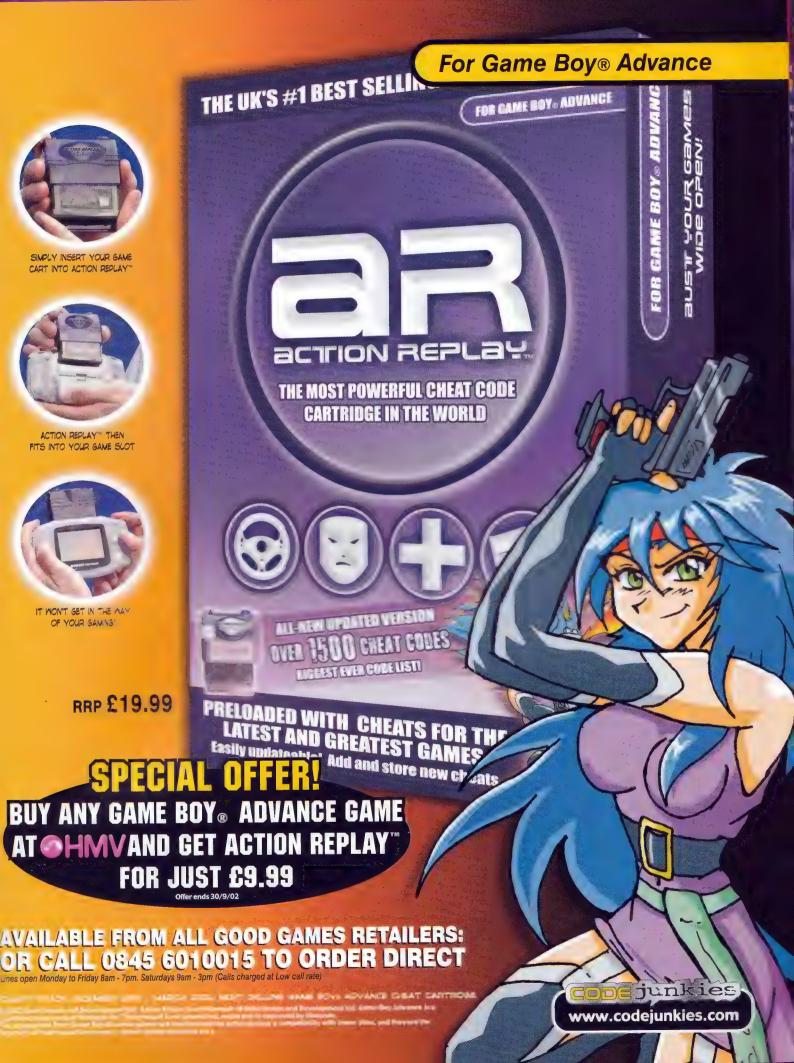
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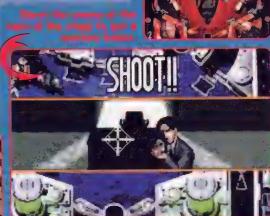
e di Gridani MINITED BY

A F 1 H - 3 المعارف المراجعة الم Carry Marie Men 100 beauty

Off says this one's dead good but is he just making

ep pun or does it really make the groute!







Uppers

- + Original twist on the genre.
- + Action-packed for a pinball game.
- + Great sound.

Downers

- Ball physics is lest will. ست استدرت

Committee of the last a last terms.





....GTH SEPTEMBER 2002 PUZZLE GAME NO OF PLAYERS:

unfortunation (Longia)

12 bis 2000 Maria

20 from solved to discon

30 from solved to discon

30 from solved and the

complete to discon

complet CAMEBOY CO R GAME BOY



Thinking is a luxury you can ill afford. Just move...and move fast.

EGGO MANIA

Cs or multimential solution of the community of the commu ed see the top of the

the area of the property

The following of the control of the







Uppers

- + Superb graphics.
- + Quite good fun to play.
- Good multiplayer mode

Downers

- The competition is better.
- Lots to take in.
- literes too quickly

A run-of-the-mill puzzler that's fun in its own right but a fair distance



To avoid getting hit yourself, make a hit-and-run attack dash forwards, hit and dash back. This is especially useful against enemies that lunge towards you.

VAECOMMENOS

DAMAGE F19 99 **.OUT NOW** ON SALE: WANADOO SPORTS SIM NO RE PLAYERS: BATTERY BACK-UP SAVE SYSTEM:

here's a huge range of platform action games on the GBA but one stands head, shoulders, torso and thighs above the rest: Castlevania: Circle of the Moon. Although frighteningly similar to previous Castlevania games, with its non-linear gameplay, RPG elements and spell/weapon combinations, it brought unmatched depth to the genre and nothing else ever came close.

Until now; as Konami have delivered a sequel. Harmony of Dissonance introduces a new hero and brings in some

new features but keeps the

same essential formula. Its beauty lies in the gameplay, which combines the simplicity of an arcade adventure or platformer with all the richness and choice of an RPG. It includes experience, stats and items but they never get in the way and handling them is a

breeze.

This simplicity allows you to ntions on nating you enemies and, as usual for Castlevania, your standard weapon is the whip. You also pick up sub-weapons and with these you can apply the spell-fusion' system that lets you combine a spell

book with a weapon to create a unique effect. It's a lot simpler than the DSS system used in Circle of the Moon but there are many items that enhance the whip itself so you still have plenty of choices to be made. Your battling abilities are also increased

by your ability to dash left or right, by pressing 'L' or 'R The most significant

improvement over Circle of the Moon lies in the graphics, as brighter colours are used

and visibility is much improved over the dark and moody prequel. Somehow this is achieved without detracting from the atmosphere and when you add in the enhanced detail and better animations, you've got a game with high quality visuals.

Harmony of Dissonance is built on very solid foundations and it's a worthy

sequel, different enough from Circle of the Moon while strongly retaining the spirit of the series. It's got appeal for every gamer, serious addictive potential and truck loads of style. The sublime blend of genres simply has to be tried and for many this game is one which will simply have to be owned





Harmony of Dissonance actually features not one but two castles, connected by portals. As they seem almost identical, you can expect things to get confusing









Uppers

- + Depth in a platform game!
- + Totally addictive.
- + Excellent graphics.

Downers

- Spell system less sophisticated.
- Unimpressive sound.

Spellbinding game. A worthy addition to the Castlevania series that makes enough advances on its predecessor to avoid becoming derivative





GBA

V-RALLY 3



[M] A7FCF834 1F1F9DOC 97A3BE70 48FB8E89

Infinite Time 368B3748 59FA4F7A

Slow-Mo on Button 78960794 27667199

No Body Damage E6233193 DA5B5C8C

No Suspension Damage

6FA8EDF4 26166A5E No Brakes Damage A4542715 6C654404

No Steering Damage 483880F7 297DE06C No Turbo Damage 060CFED8 0C7BE72C

Infinite Repair Time F4A96C01 5A809EA6

Action Replay Button to Third Lap 6BC358EC 247B3C47 5871AB4D DOA1F886

STAR WARS EPISODE II:ATTACK OF THE CLONES



IMI F31819E4 F09311D1 F55D3175 C3222E15

Infinite Health 04689A30 39193D7D FCA4E1BC 08882DF1

Infinite Lives 729138C9 D13999A4 41BF266C 3228FCF1

Action Replay Button Refills the Force 6618F318 4CC339BF 008175B7 9D08D06F

PRO TENNIS WTA TOUR



AD3D6554 CA136BDF B92693D2 8B1A2CA6

ARB for CP-0 FB3CF423 811E5CA9

ARB for 1P-40 46916788 6CABDC6F

FOOTBALL MANIA



1204282E BC7F417E 54ABA848 28D6D5AF

Home Team Score 9 F566DC1B 9A11F95A

Away Team Score 0 7B6EAAC4 447A9B2B

Slow-Mo on Button 78960794 27667199

BRITNEY'S DANCE



59CE0B96 C7F06E65 EE74DFE7 A28BB29D

Unlock Songs 2A913323 446DF41D

Slow-Mo on Button 78960794 27667199

BREATH OF FIRE II



[M] 30DAD26B D6F54400 72DE5BD1 5AB1420E

Infinite Zenny 4C051DA2 3F3075BB

Infinite Zenny (Bank) FE8A1B07 OF1FD24A

Infinite Item Use (Menu) BC3447BE 0A6109C4

No Random Battle 718747BD D2F614D5

* 1st Character Codes 78960794 27667199

Full Health FO28ECFF 750ABD35

ICE AGE

Level Select Enter NTTTTT as a password.

Enter MFKRPH as a password.

Password Level **PBBOBB QBCQBB SBFQBB** DBKOBB **NBTOBB PCTQBB RFTQBB** CKTQBB



Max Health 457E8759 4E68320F

Full MP 95B13C4D FCBE3C82

Max MP 549B0054 7DA369EF

Max Strength ODA11C1F FD07768A

Max Stamina BB3DB9E3 32848B46

Max Agility F02D821E FF8FBCCE

Excellent Condition ACF9FE10 F34A322B

Max Offence 412D7731 E9CF3CA0

Max Defence AA471407 817100E8

Max Vigour 1CD9B4EF C784C599

Max Wisdom 16697F71 B5EE12E7

Max Luck EC54CC5D EEEC6791

Max Experience AD3A08D0 761E7E24

GT ADVANCE 2: RALLY RACING

All Tracks

At the title screen, hold L+B and press →

At the title screen, hold L+B and press +

At the title screen, hold L+B and press +







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STAR WARS EPISODE II:

ATTACK OF THE CLO				
LEVEL	PADAWAN	KNIGHT		
2	BHDBGJ	BJDGGM		
3	BHFBHJ	BJFGHM		
4	BHGBDJ	BJGGDM		
5	BHHBFJ	BJHGFM		
6	BGKBCK	BJKGCM		
7	BGLBSK	BJLGSM		
8	BGMBTK	BJMGTM		
9	BGNBQK	BJNGQM		
10	BGPBRK	BJPGRM		
11	BGOBNK	BGQGNP		
END	BGRBPK			



* 2nd Char			
78960794	276	671	99

Full Health 38670FCA D5B129C4

Max Health 32BD104B 5FD06D3E

Full MP C84715A8 7DCB7584

Max MP AA6F2497 4C4353C7

Max Strength 6CA18E88 0F504A9E

Max Stamina 864B324B E134108F

Max Agility 878ASD1C 63F682E8

Excellent Condition 9A47844F B9E15742

Max Offence D83CA1C4 F0803280

Max Defence FO9D8DC8 4DFEF8B6

Max Vigour 56BC00F1 0EF2AD72

Max Wisdom 348B484B 52BB96E0

Max Luck 77D7B636 F432697D

Max Experience A340F7F5 B3C823BD

3rd Character Codes 78960794 27667199

Full Health 15C4423E 9267044D

Max Health 543D1BA9 A7BA1E3C

Full MP 28B047B8 D2F37A06

Max MP 2690ECA6 BF1232F1

Max Strength CAAD43AD 2708661B

Max Stamina 7532DF00 3DB197D1

Max Agility 19089CA8 B875450D

Excellent Condition F48DAE57 051AB801

Max Offence 5CB7B298 058F65C4

Max Defence CDF1DD2F 43002D2B

Max Vigour 9D34DF7E D93BC5B4

Max Wisdom B1E63A82 1320FDBC

Max Luck A1F8427F 70319881

Max Experience 8D592046 EC1C8A9D

*4th Character Codes 78960794 27667199

Full Health F4453A9A A22ECBDC

Max Health 05F6E712 3C7090FB

Full MP 53CC6FB8 AD379B68

Max MP 787DFD52 0D97C751

Max Strength 34942909 31E09E36

Max Stamina 8608055C 6BEASA33

Max Agility 2E2C43F4 61E2F922

Excellent Condition 89840BCE 8ABC6F79

Max Offence FAGDF09F 100C1DE8

Max Defence

Max Vigour 71462B87 045B5D4A

Max Wisdom BE44D09B C953F306

Max Luck BOA503A2 CE5C1BE8

Max Experience 296492D7 A34E097F

Enemy 1 No HP A5724014 CB1F5563

Enemy 2 No HP 8286C5FD 5F0880A3

Enemy 3 No HP 1C186A7C COC52043

Enemy 4 No HP CE539C06 D66EOCEB

Enemy 5 No HP AD16AE44 89FB44F2

Enemy 6 No HP 7F98082D CD4C8630 Slow-Mo on Button 78960794 27667199

SCOOBY-DOO AND THE CYBER CHASE

Password MXP#2VBL Colicoum Ocean Chase CHBB5VBX Prehistoric Jungle

55@C7VB8

KONAMI COLLECTOR'S SERIES: ARCADE ADVANCED



74087B9C 3DF12BEA A67D0A7E 415B8A4B

* Frogger Lives F0786740 92928A2F

Freeze Timer 77F25DBC 553F2526

* Scramble Lives 050AFCDA 3D3E9648

Infinite Fuel CBD11A30 BC6CCEB7

Lives D18120B3 2083D434

Gyruss 612AE5A9 3B8B2FC6

* Yie Kung Fu Lives 844C5AD8 A9B0FB04

Infinite Energy 8B8BD002 D5BD0DF2

* Green Beret Lives 46F80878 03AB73A7

Slow-Mo on Button D3D95D8E B80E0FDB

MANIAC RACERS ADVANCED

00



2FC7FA94 6ED35CED A8D66DD6 DBF74E42

Infinite Fuel 904COC30 OCF15419

Infinite Continues 29905856 A1087B50

Infinite Nitro D6150BD0 8DBE4BF3

Max Points Championship 46B1ED43 D93B8A49

Slow-Mo on Button 78960794 27667199

GRADIUS ADVANCE



Infinite Energy Gauge DB9BC582 8D33372A

Freeze Timer 5D87C693 FE569075

Infinite Turbo 02E3D1A1 4F1027A8

Slow-Mo on Button 78960794 27667199 **63X**

COMPETITION

Five copies of Speedball 2: Brutal Deluxe and an Action Replay for the GBA must be won!

GRAB A FISTFUL OF

This month, a legend is reborn on the GBA. Speedball 2: Brutal Deluxe is one of the hottest future sports sims ever, combining fast, furious passing with stomach-churning tackles and yes, the 'ice cream', ice cream' sound sample is still there. It's also got a great management section, where you buy kit for your team, raising money by grabbing coins and winning games. What's more, we've got five copies to give away, along with a Datel Action Replay for the GBA for the Star Prize winner. To stand a chance of winning, just answer this simple question:

When you think you know the answer, call our competition hotline on 09064 774480

Q: On which computer did

A: The ZX81

B: The Babbage Difference Engine

Speedball 2 first appear?

C: The Amiga

You will be asked for your name, address and telephone number as well as your answe The call will be recorded and used to send out your prize should you win so speak clear If you sound like you've just been winded by a Speedball tackle and we can't understand word you say, we won't be able to send your prize.

Calls cost 60p a minute at all times. Lines are open 24 hours a day, seven days a week. The competition is open to UK residents only. Lines open on 4th September 2002 and close at midnight on 1st October 2002. The editor's decision is final and no correspondence will be entered in

FALL O

Cunning contents from next month's mag.

BOMBERMAN MAX 2 RED/BLUE



Bomberman does a Pokémon and releases two versions of his forthcoming

game but are
they any good?
Check out our
review next issue
— we gotta' test
'em all!



BAM!'s latest licence is on the way but will it fare better than the movie? We burn it up next month!

sively

63X exclusively appearing in G-Force!

ECKS VS SEVER 2: BALLISTIC

it has a host of new features and some exclusive new levels but is it good enough to keep the series at the top of the tree? We check it out next ish...

